

 **EXCLUSIVE!** BATTLE OF HOTH GAME INSIDE

STAR WARS **Gamer**

THE FORCE IN STAR WARS GAMING

NUMBER 11

**THE
HUNT
IS ON**

*DENGAR,
ZUCKUSS,
& 4-LOM*

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TO DIE FOR*

7 *SHADY CHARACTERS*
FROM DARK HORSE COMICS

COMBAT TACTICS • DEATH STAR PLANS • E3 RECAP





ON THE COVER

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STAR WARS Gamer

THE FORCE IN STAR WARS GAMING

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TECHNICAL
DATA



ALIEN
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ALTERNATE
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THE FORCE IN STAR WARS GAMING

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This is our sixth issue, capping off a roller coaster year of spectacular *Star Wars* game content. It's also a special issue for me, for it is my last as editor-in-chief. I'm shuffling off to Roleplaying Games R&D to become the *Star Wars* RPG Creative Director. It happened quite suddenly and makes for a jaunty tale—I'll tell you all about it at GEN CON.

I don't want to "get all mushy." (If you want mush, pick up *Star Wars Insider* #56.) The fact is, I intend to continue contributing to *Gamer* in various creative capacities, so instead let me share a piece of harmless trivia that happens to relate to the number Six.

There's a particular, six-word phrase that pops into my mind at least once every day. Okay, maybe "pops" isn't the right word. After all, this isn't some insidious Jedi mind trick—at least, I hope not. I see this phrase everywhere, usually accompanied by one or more exclamation points for extra emphasis. In letters. In email. In posters around the office. It frequently creeps into the pages of our sister mag, *Insider*. This phrase has been said or written to me 944 times since I first signed on as editor-in-chief of this magazine a few months before Issue #1 hit the newsstands. I dare not say it. It drives me half-mad just thinking about it.

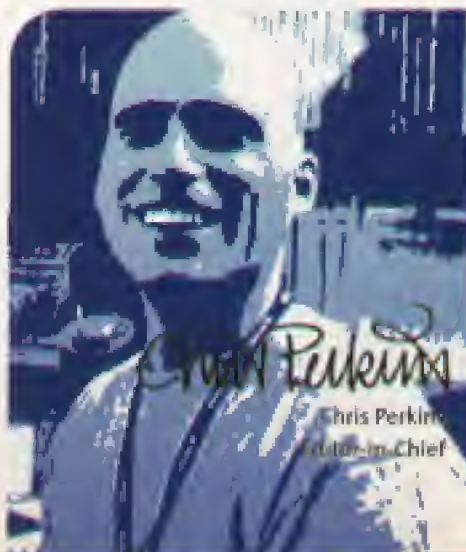
May the Force be with you.

Drat! I said it! If I never see or hear this phrase again, I'll die a happy stormtrooper. It's not that I dislike the

phrase, but every day I seem to like it a little less. Sometimes it has a quaint charm of a secret clubhouse hand-shake, a gentleness that borders on obeisance. Other times it comes across as a proclamation, Newton's long-lost law, or a statement of the obvious. Of COURSE the Force is with me. It's everywhere! Weren't you listening to old Ben? It's in all living things. It binds the universe together, ergo it is WITH me, whether I like it or not. And thanks to that human shish-kabob Qui-Gon Jinn, it also conjures images of an infinite cavalcade of creepy little lifeforms that get into everything—not what I like to think about when I'm alone in my office late at night, sifting through the mail.

The phrase is inescapable—I realize that. It's rooted in our culture. To *Star Wars* fans, it means greetings, good fortune, and good health, and farewell. No kinder words could be spoken, but I ain't sayin' them again. So, goodbye. I'm heading off to oversee some top-secret Episode II stuff. Meanwhile, the new editor-in-chief is deeply immersed in *Gamer* #7, an issue so good you'll want to preserve it in carbonite. In anticipation of our spectacular seventh, I'll leave you with seven heartfelt words:

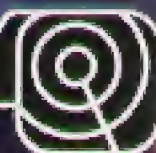
The Force will be with you, always.



Chris Perkins
 Editor-in-Chief

FORCE FEEDBACK

"I felt a great disturbance in the Force ... as if millions of voices suddenly cried out..."



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The Hunt is On

Readers Seeking Answers

Welcome back, faithful readers. Since the theme of this issue of *Star Wars Gamer* is Bounty Hunters, it only seems appropriate that I include some letters from readers "hunting" for answers. We always like it when you tell us what a great job we're doing, too (even when we mess up), so I couldn't pass up the opportunity to bolster our collective ego and include some letters of praise.

Your humble servant,
Michael Mikaelian

Silent Death

Dear *Gamer*,
I love the Silent Death game in the most recent issue of *Star Wars Gamer*. But I have a few questions about the game:

- Will you ever be putting more pieces in another issue or on the *Star Wars RPG* website?
- What is "Dam Con"?
- Why are the Rebels starships more expensive?

Will
Via Internet

If you loved our first installment of Silent Death™ ("What Good are Snub Fighters?" in *Star Wars Gamer* #3), then you probably got the warm fuzzies from last issue's Episode I-era supplement, "Get to Your Ships." As for your questions:

Don't ask us to the prom or anything, but next issue is going to have a New Jedi Order supplement of Silent Death. It will include Yuuzhan Vong coralskippers, some gunboat-class vessels, and a ship card for everyone's favorite hunk o' junk, the *Millennium Falcon*.

According to page 76 of *Star Wars Gamer* #3, "Dam Con" (as it appears on the starship cards) is short for Damage Control. At the end of each turn, a damaged starship rolls 1d10; if the result is within the Damage Control range (listed on the starship's card after "Dam Con"), the starship removes damage from that many boxes of its Damage Track.

All of the Build Point Values (BPVs) in Silent Death are based on the abilities of the starship. Rebel starships are bigger, tougher, and better armed, though generally slower and fewer in number than their Imperial counterparts.

If *Star Wars Gamer* can't fulfill your need for Silent Death, check out www.ea.com and play Silent Death online.

The Uncanny One

Star Wars Gamer,
I received my issue of *Star Wars Gamer* #4 yesterday and just had to write. I think this publication gets better each issue. Please keep up the good work. I know that you'll be focusing on post-Episode I soon, but this magazine is one of the first to flesh out details surrounding other eras.

I really enjoyed a number of articles in *Gamer* #4. Revisiting Jaxxon, Amalza, Serji-X, and "The Starhoppers of Aduba-3" was great. Nice nostalgia. Much of the Marvel *Star Wars* comic series has been discounted over the years, so it's cool to see some respect for the series. I'd love to see an article about Valance the Hunter. If I remember correctly, his first appearance was in issue #16.

I also liked the article on Starfighter for the PS2. I love the game and loved getting an "insiders" view: Easter eggs, strategies, creators' views of the missions, etc. Any chance you could do something similar for Super Bombad Racing?

The miniature gaming tips were interesting. As a person who has never felt enough confidence in painting miniatures, I found this very useful. Who knows; it may

be enough motivation for a new hobby. Future "tutorials" would be cool, especially if you could show us how to build some cool environments: the interior of the Death Star, Theed Palace, Hoth, the Masassi temple, and so forth.

I also have a suggestion for you. Packed with issue #4 was a CD-ROM that included video clips of Starfighter and Demolition and some schematics for ships. I had trouble locating information on this CD-ROM in the magazine. It would have been beneficial to have some type of overview so I would know what I was putting in my computer. Even something on the CD itself would have been nice.

Again, good work on *Gamer #4*. Please keep it up!

Rob
Via Internet

Thanks, Rob. Are you sure you aren't a Gand Findsman? I ask because you seem to have plucked from the swirling mists of the future some of the things in this very issue!

Though you won't find RPG stats for Valance the Hunter (not a bad idea, though...) the latest installment of "Model Citizen" does feature interiors from the first Death Star. In the "other eras" depart-

ment, you'll be happy to see "How the Other Half Hunts," a *Rebellion Era Sourcebook* supplement. "State of the Arts" deviates from its normal course this month to give readers a first-hand tour of LucasArt's E3 demos, including a sneak peak at Super Bombad Racing.

Gamer #4's CD-ROM insert was supposed to speak for itself. Apparently it spoke Bocce, similar enough to our Basic though sometimes hard to understand.

Your meditative ritual, of course, told you all of these things before you even opened this magazine.



Bane of His Existence

Dear Editors,

I picked up #1 the day it hit the stands and was a little disappointed. My expectations were closer to fulfillment with #2. Then, #3 hit it right on the head. And I just got #4 today. You guys are doing a great job. I think a lot of gamers don't understand you have a huge universe to cover with only 100 pages per issue.

The Darth Bane story in #3 ("Bane of the Sith") was great, but I think the fiction should be toned down a little. There are hundreds of stories on the stands as it is. It takes up far too much space in your

great mag where other more important and helpful things could go. I think the video game section is a complete waste. There are over 35 video game mags. If we want to read about video games, there is enough out there already. Again, more space for gaming information instead.

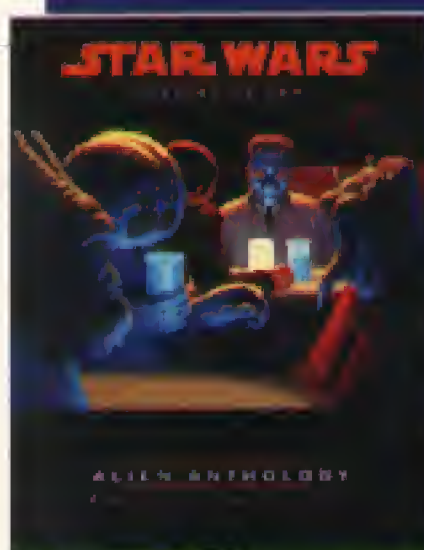
I really think all of you are doing a great job, and putting out a great product. Keep it up.

Sean H.
Roanoke, VA

Thank you for your support. We really like the magazine too. Now, on to the brow-beating.

I'd like you all gather around and read something I found on the internet. "*Star Wars Gamer* magazine complements the entire spectrum of *Star Wars* products, including the *Star Wars* roleplaying games, miniatures, and accessories. It is your ultimate transport to the *Star Wars* gaming universe." The entire spectrum of *Star Wars* products includes fiction and video games.

Without fiction, GMs would have one less resource at their disposal. Though many of you have incredible imaginations, there are others who need a helping hand. Fiction provides another, subtler avenue



Aliens Invade *Star Wars* RPG Website

Aliens are breaking out all over the Web this fall at www.wizards.com/starwars, the official website of the *Star Wars Roleplaying Game*. Meet them for yourself in our original tie-in material for the new *Alien Anthology*!

In October and November on the site, preview the all-new *Alien Anthology* with an advance

sneak peek at the Gundark and Talz. Get the lowdown on the product from a feature interview with designers Steve Miller and Owen K.C. Stephens. You'll see lots of their writing on the site as well—they collaborated on the book's exclusive web enhancement to bring you the Garra, Sand Tick, Defel, and a handful of adventure

hooks, plus Owen's "Blackstalker" inhabits our Creature Feature section. Cory Hemdon's free tie-in miniadventure "Death, Dirt, and the Nerf Rancher's Daughter" is sure to jump-start new alien-focused campaigns, and the printable illustrations in our art gallery can serve as visual aids as you play.

What else have we got for you? A few more articles dealing with *Rebellion Era Sourcebook* appear this fall, plus our online support of the forthcoming *Starships of the Galaxy* begins, including an interview with the cartographers, a sneak peek of the Master Gunner, and an all-new creature, the space beldon, by editor Brian Campbell. Plus there's a new original online miniadventure each month, as well as our other regular columns and features.

Remember, visiting www.wizards.com/starwars is the best way to stay in touch with the latest RPG happenings—and even get a sneak peek at *Star Wars Gamer #7*. See you online!

for fledgling GMs to explore. Must your players throw their hands up in frustration when fighting a Darth Maul clone for the 12th time before you get the hint?

Video games are a natural addition to *Star Wars Gamer*. What kind of gaming magazine would we be if we dismissed one of the most popular categories? Besides, there's one thing *Gamer* has that no one else does—a license. You'll see things here no other magazine can show you.

"I don't care," you say? Fine. Wizards of the Coast Group Publisher Johnny Wilson says: "As soon as the *Star Wars* RPG player base reaches three-quarters of the D&D game's player base, the players can have their own magazine." Don't forget to buy core rulebooks for everyone on your holiday shopping list.



'Cause You Begged So Nicely...

Dear Mr. Editor,
I am excited about the upcoming release of the *Star Wars* starship guide! Being able to customize your own ship is an exciting prospect. Indeed! I have only one concern about the stats on a particular ship template.

I played *Star Wars* when it was being produced by West End Games, and is a much-improved product by Wizards of the Coast! My favorite starfighter is the Rebellion's heavy fighter-bomber, the B-Wing! Imagine my dismay to find that its shield rating was much poorer than the X-Wing and the Y-Wing! I'm still in therapy to this day (just kidding!).

I'm not asking to get a sneak peek at its stats (I wouldn't mind if you did, though!), but could you reassure me that justice will

be done to the B-Wing's stats? Will it appear as strong as it has been portrayed in the LucasArts X-Wing computer game series?

Thanks for a wonderful magazine, and I appreciate the time that you and your staff take to answer all of our obscure questions.

Chadwick
Somewhere in Canada

We, too, are eager to see *Starships of the Galaxy* in print. Internally, we've been using elements of this book, such as the Maneuvers portion of the stat block, for some time now. Your dedication the accuracy deserves to be rewarded, so at the bottom of this page is a sneak peek at the stats for the B-Wing/Ea starfighter. Everyone but Chadwick close your eyes!



Lure of the Dark Side

Star Wars Gamer,
Okay, I have quite a few questions. One of my players wants to be a Human-replica droid. I don't have any information on its replica "organs," whether they are real or not, whether any other types of Force powers affect them, and so on. Do you have any suggestions?

I find NOTHING bad about the dark side, or anything that makes the light side better. In fact, Dark Side Points are 20 times easier to get back than normal Force Points. The dark side is much more powerful...so, what's so incredibly bad about the dark side that everyone is so fretty about? I'm seriously thinking about being a dark Jedi.

It says that a blaster rifle must be held with two hands. Not the big ones, but the

slomintrooper rifles. Can you take a shoulder strap to the rifle, hook it to your shoulder and fire it with one hand hanging from your shoulder by the strap? That way, you can fire two at the same time?

I might come back with more questions. Thanks for helping.

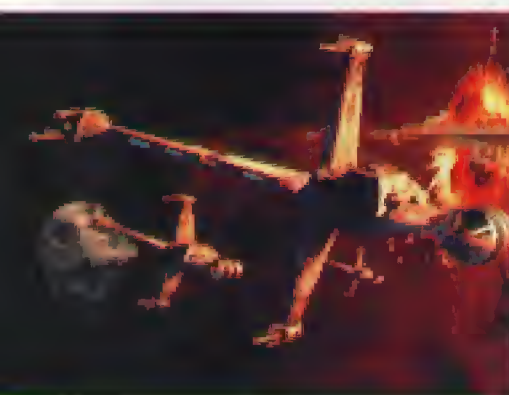
Riptorgo
Via Internet

I have more answers than you're prepared for. I hope you're taking notes.

Gurl, Prince Xizor's Human-replica droid bodyguard, is identical to a Human in many ways. Though she exhibits super-Human strength and speed, she's the ultimate example of such a droid. For game purposes, Human-replica droids are identical to members of the Human species (as a Trandoshan-replica droid would be to a Trandoshan, and so on). Since they are not actually alive, they have all of a droid's immunities to Force powers at the cost of being unable to use the Force (that is, cannot learn Force skills or feats, and can never gain Force points). The replica is identical down to a cellular level, enabling its body to repair itself much the same way a living being heals. As a result, a replica heals naturally and medical technology affects it normally. Heal Another has no effect on replica droids. Replica droids are rare; there should never be more than one in a group of heroes.

In game terms, the only bad thing about the dark side is that characters who use the dark side are evil! As the recently released *Dark Side Sourcebook* reveals, there are drawbacks to the dark side of the Force. Characters who are tainted run the risk of losing Strength, Dexterity, and Constitution

continued on page 112



Craft: Slayn & Korpil B-Wing/Ea; **Class:** Starfighter; **Cost:** 250,000 (new); **Size:** Tiny (16.9 m long); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 50 kilograms; **Consumables:** 1 week; **Hyperdrive:** x2; **Maximum Speed:** Ramming; **Maneuvers:** +6 (+2 size, +4 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 100; **Hull Points:** 150; **DR:** 5.
WEAPON: Assault laser cannon (1 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +8 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.
WEAPON: Proton torpedo launchers (1 fire-linked, 8 heavy proton torpedoes total, 20 with extra magazine); **Fire Arc:** Front; **Attack Bonus:** +14 (+2 size, +4 crew, +8 fire control); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S/M/L n/a.
WEAPON: Light ion cannons (3 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+2 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L n/a.

HOLONET TRANSMISSION

Answers To Your STAR WARS RPG Dilemmas

BY ID WIKER

Is there any limit to the number of classes a character can be, using the multiclassing rules? Can someone be noble/scoundrel/soldier, for example? Do prestige classes affect this total in any way?

There is no limit, either in number of classes or class combinations—with two exceptions. The rules do not support character levels above 20th level, which means that a character's total levels, including all of its classes, should not exceed 20—though it doesn't take much to extrapolate characters' bonuses at higher levels. The other limitation is specifically for Jedi, who can't switch to another Force-using class (even another Jedi class) unless it's a Force-using prestige class—the first of which will show up in *The Dark Side Sourcebook*, as well as future issues of *Star Wars Gamer* and later projects.

There's a note in Chapter 14 of the core rulebook that says a creature's attack bonuses and saving throws are based on its level. But I don't see level progression tables for creatures. What am I missing?

When we designed the creatures for the rulebook, we put together a series of notes explaining how they progress in levels—but that information was rather lengthy and too much like game minutiae. With the book already packed, we decided to include the information instead in *Alien Anthology*, the upcoming sourcebook on creatures and aliens.

I keep seeing an equipment item called a "utility belt" on some of the characters in Chapter 13. What is this, what does it contain, and how much does it cost/weight?

We had at one time spelled out what the utility belt contained, but we eventually decided that they would vary from era to era and location to location. The "stan-

dard" utility belt consists of several pouches containing three days' supply of rations, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, and a couple of empty pouches for whatever else the wearer wanted to add on. The total cost is 600 credits, including the belt itself, and the whole shebang weighs 4kg. Obviously, though, not all utility belts are created equal; the Jedi version adds in an aquatic breather, while Luke Skywalker's is an old, used-up utility belt without the comlink, the glow rod, the power pack, or the energy cell. Luke also uses a lot more tools, which is why his write-up includes an additional tool pouch.

Are power packs and energy cells good for only one use, or can they be recharged between encounters?

They can be recharged, as we sometimes see in the Expanded Universe of *Star Wars* novels and comics. A recharge unit costs 100 credits and weighs 1 kg per power pack or energy cell. It can simultaneously recharge, and it will only recharge one or the other (the mounts are not interchangeable). Recharging takes 4 hours and requires no skill check, but a character could always dump the charge out of one power pack or energy cell into another with a Repair skill check (DC 14). This cannot increase the maximum charge of the power pack or energy cell—it merely refills it—and can be attempted whether the user has a recharge unit or not. Failure indicates that both packs (or cells) are drained. This will rarely be necessary, since all weapons use the same power sources.

I'm confused as to why double weapons have an automatic penalty to their use—even if you have the best possible combina-

tion of feats. For example, with a double lightsaber, Ambidexterity, and Two-Weapon Fighting, a character still has a -2/-2 penalty to his attacks (since the extra attack with a double weapon is considered an attack with a light weapon). I guess my question is, why is fighting with a double weapon considered to be the same as fighting with two weapons?

It's a question of game balance. You're getting two attacks per round; not applying some kind of penalty to that would unbalance the game. But using a double weapon, rather than two separate weapons, has a couple of advantages. First, the "off-hand" weapon is always considered light, which reduces the penalty. Second, double weapons are almost always large, meaning that they'll generally get the +4 bonus during disarm attempts; two Medium-sized or a Medium-sized and a Small weapon wouldn't get that bonus necessarily.

My group is using the rule variant that allows a Defense roll, rather than calculating Defense normally. Unfortunately, it means that if an opponent attacks multiple times in the same round against the same target, his chance to hit gets worse and worse, while the defending character's Defense roll doesn't get any lower. This doesn't seem right. It gets worse when you realize that you still don't modify the Defense roll even if 20 or more opponents are attacking you all on the same round. So, why do multiple attacks suffer penalties, but multiple Defense rolls not?

Multiple Defense rolls do not suffer a penalty for the same reason that a character's Defense score calculated the normal way doesn't get any lower with multiple opponents: it drastically mutates combat situations into a "concentrated fire" scenario, with characters



Gamemastering Advice

ARE YOU EXPERIENCED?

I am confused about how to award XP for the *Star Wars* game. I understand the basic premise, my question is how do you tell if you are doing a short, medium, or long adventure? For example, I have the *Secrets of Naboo* book and I am running a party of four 1st level characters through it. Now, obviously, it isn't a short adventure—but it is medium, or long? If it's only medium, that 2000 experience points divided by 4 is only 500 experience points each—not enough to get them up to 2nd level. If it's a long adventure, then 4000 experience points, divided up, will put them at 2nd level, no problem. But it doesn't seem all that long. Which is it?

"Peril on Naboo," the adventure that appears in the *Secrets of Naboo* sourcebook, is considered a long adventure. It has between twelve and fifteen encounters (conceivably more, since some of the encounters are location-based), which according to page 203 of the *Star Wars Roleplaying Game* ("Building an Adventure") qualifies it as a long adventure.

When designing adventures of your own, then, base the evaluation of length on the number of encounters from introduction to climax—"encounters" here being defined as anything the heroes have to overcome or avoid in order to complete the adventure. Since many of the location-based encounters in "Peril on Naboo," for example, aren't necessary to complete the adventure, they don't count toward the total. Knowing how to build up to the climax within a certain number of encounters can require some estimation and Gamemastering experience, but the players usually won't begrudge you an encounter more or less if the story is exciting.

the *Star Wars* experience shouldn't be dependent on combat, but on accomplishing goals and overcoming obstacles—both the intelligent kind and the not-so-intelligent kind

I keep finding that combat is very rare in my *Star Wars Roleplaying Game* sessions. We started off with the *Invasion of Theed Adventure Game*, which involved a lot of combat, but now that we've progressed to the *Star Wars Roleplaying Game*, we're focusing more on roleplaying and don't see many battles any more. I've been basing my experience point rewards on combat encounters, and without them, the characters are progressing abysmally slowly. Any suggestions?

The *Invasion of Theed Adventure Game* is an introduction to the *Star Wars Roleplaying Game*, and the rules don't necessarily work entirely the same way. Experience in the *Adventure Game* is based on encounters, and the encounters in the *Invasion of Theed* are largely combat-oriented. In the roleplaying game, however, experience is awarded not by combat, but by

length of adventure, as explained in Chapter 12: Gamemastering *Star Wars*. On page 205, specifically, you'll find the guidelines for awarding experience.

The reason we used this system is because the *Star*

Wars experience shouldn't be dependent on combat, but on accomplishing goals and overcoming obstacles—both the intelligent kind (like bargaining with Watto for ship parts) and the not-so-intelligent kind (like escaping the trash compactor on the *Death Star*). Even so, individual encounters aren't worth experience—it's the overall adventure in which the encounter took place that creates the reward.


working together to chew through their opponents one at a time, like army ants. That's no fun—especially when that tactic is used against the heroes! Add to that the rules for combined fire and flanking, and it gets ugly, fast.

The nature of the Defense roll is random enough without applying additional penalties. But if you feel that the risk is worth the reward, there's no reason you couldn't develop such a rule for your own campaign. Just apply a -5 penalty to each additional Defense roll made in the same round by the same character.

"The hero falls on the ground, has a -4 penalty to Defense, and must take a move action to stand up again."

But we're actually not happy with that definition, and in our latest batch of errata, we're changing the word "fallen" to "prone," which is more in line with the term in *Dungeons & Dragons* that means the same basic condition, and adapting their definition somewhat: "lying on the ground. An attacker who is prone has a -4 penalty to melee attack rolls and cannot use primitive, heavy, or thrown ranged weapons. Melee attacks against a prone defender have a +4 bonus, and ranged attacks against a prone character have a -4 penalty."

In looking at either term, though, we realized that it implied that Hutt's were essentially vulnerable all the time because they were lying on the ground.

But the same reasoning doesn't quite apply, since a Hutt isn't actually lying facedown, despite the fact that its body is resting on the ground. So we've removed this "default" condition from Hutt's (though a Hutt lying face-down still counts as prone). 

On page 250, Hutt's are described as being "always considered fallen." What does "fallen" mean?

"Fallen," according to the Character Condition Summary on page 218, means:

Got rules questions? Send them to:

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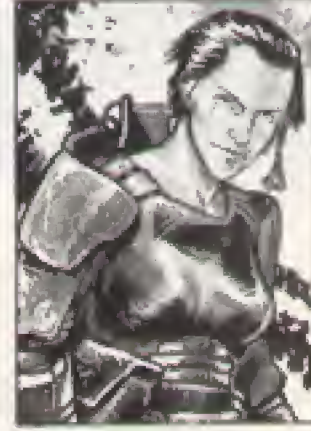
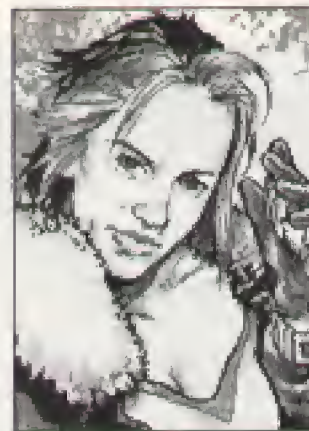
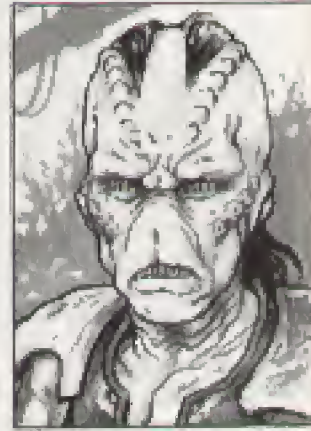
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ROGUES GALLERY

06: Bounty Hunters

ILLUSTRATED BY MIKE VILLARDI

"Rogues Gallery" is a recurring feature that shows character portraits around a theme. Each portrait is sized to fit in the "character illustration" box on the back of the *Star Wars* character sheet. This month, veteran *Star Wars* illustrator Mike Villardi has dredged up some of the galaxy's most dangerous scum. Can you spot the artist among this group of fierce ne'er-do-wells?



Rebel Bass

BY KATHY TYERS

ILLUSTRATION BY TOM FOWLER





Standing at one end of a ten-vehicle speeder barn, Ryley Ancum folded both arms around the neck of his bass vye. He listened closely as a slow, dusk-tempo ballad replayed through Hannis D'lund's expertly tweaked touchboard. Ry, Hannis, and their friend Erik Lauderslag had formed the band, Far Cry, three seasons ago. They weren't just "good for two sixteen-year-olds and a seventeen." If Ry knew anything about dusk music—and this year he'd made dusk music his life—then they were good. Unqualified.

Now if they could just get this offworld gig, without alerting any Imperials to Ry's contacts in the Alliance underground.

Dark eyes, deeper than starlight

Warm thoughts caress my soul...

Ry squeezed his eyes shut, pressing the vye against his chest, and tracked the bass line he had just recorded—not only for its musicality, but for the first two notes of each measure.

He no longer double-checked in terms of, *How long is the first note? Does it move up or down in pitch, and how long is the second note by comparison?* With practice, those thoughts had become second nature, like reading letters off a page. Now, when he closed out the music—which wasn't easy, because Erik had written a gettingly good song—he heard letters and breaks transmitted in bass code. His mind gradually formed words hidden in the playback of "Dark Eyes, Warm Thoughts"—

*Ten kilotons [strategic metal] shipping Corellia next month.
Rumor new warship project.*

Feeling as if he were emerging from a trance, Ry opened his eyes. His friend Hannis sat on a stool near the touchboard... a misnomer, since it wasn't necessary to touch the instrument at all. Thick-set and muscular, with blond hair that dangled over his eyes, Hannis was the group's eldest member. "Good bass line," he said as the song ended. "Gettingly ragged."

Ry shrugged. "Thanks," he said, but inwardly he was delighted. Hannis was an expert at all things electronic, but Ry hadn't told him or Erik about the intelligence he hoped to pass to a local cell of the Alliance to Restore the Republic. If Hannis and Erik thought of the bass line as musical—as gettingly ragged—then his camouflage was perfect.

A gust of wind rattled the barn's main door. Ry flinched, then stroked the neck of his bass to cover it. He really didn't think there was any danger that Imperial enforcers would storm in and arrest them, not even if they sat and listened to a performance. His former bass teacher, Tet Tramys, had invented the bass code. It was only used in the Six Local Systems, and only by one small intelligence cell.

That didn't keep him completely calm. He didn't mind a little adrenaline, but he did know that enemies of the Empire sometimes disappeared.

Erik, Ry's tallest classmate, lounged on a small repulsor "throne" in the midst of his perc and crashers. He hadn't finished muscling out yet, but he could twirl a stick with the best of them, and every song he turned out got better than the one

before. "Ragged," he agreed, echoing Hannis's praise. "And I like the synth, Hannis." Erik stretched out one long hand and slid a stick along the rim of a suspended crasher. The brass disk rang sweet and low. "Think Keth Beamis will buy it?" he asked.

"Oh yeah." Ry unstrapped his vye and set it against one wall of the speeder barn. His guardian had ordered several aides to clear the barn so Far Cry could practice inside, but it still smelled like exhaust. This was the first time Ry had actually found anything important enough to relay through the scheduled Alliance scout. He was eager to prove his worth, both as snoop and as relay. Tet Tramys had recruited Ry shortly after last circuit's talent competition, and Ry felt that watching for "real" information was giving him a better education than he was picking up at tech-ed school.

This also gave him a chance to swing back at the bureaucracy that had lured his parents offworld.

"I'm actually amazed," said Hannis, switching the touchboard over into rest mode by waving his left hand. A force field sprang up over its surface, repelling dust motes that might damage its delicate circuitry. "We've hardly had two paying gigs all season. How did this Imperial talent scout hear about us?"

Ry shrugged. "I applied." *And he's had me on his scout list ever since he left Tuttin IV. It's about time I found something to send!* "They need acts for the SLS officers' club circuit," he added. The Six Local Systems had one Imperial Governor, who happened to be Ry's legal guardian. Ry's parents, low-ranking Imperial servants, had wanted him to finish tech-ed school here.

That still jagged him.

The Governor's wing of the Admin Center had all the amenities, including this speeder barn, but Ry still felt as if Tendis and Jioie Ancum had abandoned him. When career advancement called, they left Tuttin IV. His mother had told Ry he'd understand someday.

But that line of thought only led into an asteroid belt of frustration and pain. He braked it. "From the top," he said. "We want this perfect."

Hannis grinned, and in that moment—for the first time—Ry realized he could be putting his friends in danger without their knowledge. He needed to tell them about the messages they were secretly passing. They'd understand. They didn't like the Empire any more than he did.

Not yet, he told himself. Maybe after the audition.



Two days later, performing for real, Ry slid his hand down the bass's narrow neck, finishing the song with a deep slide. He held the bottom note long enough to punch it a few times with his right elbow, over the FX spot, then jerked his head. Erik, watching for that cue, slammed the tenor perc with a final riff. Hannis's hands froze in mid-dance over the touchboard. Tuttin Tech-Ed fed a large student body in the mess hall where

Rebel

Bass

Keth Beamis had decided to hold auditions. With its multicolored dining furniture pushed to one end, this hall mimicked the acoustics of a mid-sized auditorium.

Keth Beamis laid his datapad on a table. "Good," he said. Beamis wore a drooping mustache and sported a blond ponytail, worn low at the nape of his neck. Ry didn't know much about him, beyond the fact that he gathered intelligence for the Rebel Alliance . . . and that he had a good ear for all styles of contemporary music: Core drive, minga, flaunt—and dusk, far Cry's specialty. "How long you been playing together?"

"Three seasons," Ry spoke up, awed to finally meet this man that Tet had mentioned with such respect. He added, "Tet Tramys help us put together our first cover arrangements." It couldn't hurt to remind Keth Beamis of their mutual contact.

"Like your sound," Beamis's long nose and high forehead made him look like a Core World aristocrat. "Good balance, and surprisingly mature for your age. O'lund, I hope you stick around for a while after you graduate. Don't go off and leave these two. I think you might qualify to do some full-time performing in the very near future."

Hannis bobbed his head, letting hair flop into his eyes. He cracked his knuckles over his touchboard, a gesture that meant he was thoroughly pleased.

Erik clutched his perc sticks in one hand and held them against his pale green shirt. "Do we get the job, then?"

Etison was a B'ssa nuuvu fan . . .

Beamis smiled wryly. "It's too early to tell, since I've still got other systems to visit. But I think you've at least earned a final audition at the home base on Beltrix. That's assuming all your families will let you travel."

"Yes!" Erik slammed a crasher. Hannis grinned. Beltrix wasn't far, but Erik had never been off Tutlin IV.

"Best clear the, uh, stage," Beamis made a part-the-waters gesture with both hands, glancing at the tables and seats stacked along the near wall. Behind the piled furniture, Ry could see bits of the mural some previous class had painted, portraying Emperor Palpatine striding from planet to planet, approaching cratered gray planets and leaving a wake of beautifully developed, fertile, wealthy worlds as his New Order spread.

Too bad things hadn't actually turned out that way.

"There's another band waiting to set up," Beamis added.

"Whoa," Erik glanced at the wall chrono and grabbed the tenor perc array. "I'm late for smashball practice. Help me pack these up, guys."

Ry dropped his bass in a soft case and started unclipping Erik's crashers. *I'll tell them tomorrow*, he decided.

After they finished loading everything onto Hannis's land-speeder, Ry meandered back into the school mess room. Beamis still sat at his table near the embarrassing mural, fingering his mustache as an older band played. Ry got a closer look at the musicians and half-smiled. This was a b'ssa nuuvu

group, with the traditional fizz, kloo, bandfill, and omni instrumentation. The muscular kloo horn player rocked from side to side, swinging his horn in front of him. Ry wondered if b'ssa nuuvu players, too, slipped out of reality into a space-time state where only their music existed.

And now Ry recognized him. Onjo Fegel had dined at Governor Shran Etison's table, which made sense, since Governor Etison was a b'ssa nuuvu fan. Etison seemed determined to give Ry a proper social education . . . and maybe convert him to his own musical tastes.

Life had been different before his parents left. He'd thought he got along well with them, better than nearly any of his friends and their elders.

The chairs behind Beamis were vacant. Ry slid into one and slumped down, bracing both feet against the seat of another chair.

After Beamis shoed Onjo's group offstage, two black-uniformed Tutlin System Security Force officers pushed into the mess room. "Keth Beamis?" called the leader.

Ry slid back to sit straighter. What would TSSF want with a bunch of musicians? . . . Unless they'd found out about Beamis's Alliance connections.

Beamis stood up, stretched casually, and flexed his fingers, giving his head a toss that sent the ponytail over one shoulder. "Hello, officers. What can I help you with?"

"You can come with us," answered the TSSF man who'd spoken. The black uniform made his skin look pasty-pale with a pink undertone. He beckoned again. "So can you, kid. We have some questions."

No acCountIng for tAste, I gUess.

Ry's heart started pounding a core-drive beat.

Keth Beamis arched his eyebrows. "I'd be happy to talk with you here," he offered, his voice so calm that Ry suddenly doubted he was an Alliance spy at all.

"Well, we'll see how far we get." The pinky-pale TSSF officer rested one foot on a vacant turquoise chair while his backup stepped toward the hall's main double door. Ry wondered if they expected Beamis to bolt. Ry's pulse kept driving. He hoped he didn't do anything stupid, like taking a run for it himself. "You came to the Tutlin system from Thabit." Pinky eyed a datapad.

"That's correct."

"You made inquiries there about a woman named Mafierri Tag?"

Again the eyebrows arched. "I wasn't able to find her," said Beamis. "She scheduled an audition several months in advance, but she didn't show. I hope nothing happened to her."

The backup officer strolled closer, keeping one hand too-casually near his blaster. "What happened," he said, "was that she got herself arrested on an espionage charge. Beamis, we'd better talk, and not here." His lip curled. "Privately."

There'd been a time, pre-Empire, when Ry thought TSSF officers were tough, strong, and virtuous. Recently, the TSSF had

attracted people who just wanted to bully other folks.

Beamis smiled pleasantly. "One good thing about having nothing to hide is that you have nothing to fear. Go on home, Ry. I'll talk with these gentlemen."

"The boy comes too," said Pinky.

"Uh, sure." Ry shrugged, trying to mimic Beamis's appearance of utter unconcern. He dangled both hands at his sides as he followed the lead officer to a waiting patrol speeder, a recent blue-and-white model that seemed to have sprouted multiple cooling fins all over the engine compartment. Ry slid into a rear seat with Pinky on his right and Beamis sitting beyond him. *If the TSSF really was worried, they would've put binders on him. Wouldn't they?*

Maybe not. Maybe they'd blast first and ask questions later.

It was a short ride back to the white marble Admin Center. Nestled at the foot of gray cliffs that had attracted mining concerns in a previous century, the Center's west wing held Governor Etison's mansion. Pinky's backup steered them to the east

Security types are a bad crew . . .

wing and official offices, where they rode a lift down several levels. Ry marched obediently down a gray corridor that terminated in a broad waiting area. Along one wall was a line of energy-fenced detention cells. "Thabit Security won't get here for a couple more hours," said Pinky. "Meanwhile, we just don't want you taking unauthorized vacations." He gestured toward one detention cell.

Beamis took a step forward. "Sir, you can't detain law-abiding citizens of the Empire without adequate cause. I'll give you a pledge of good conduct."

"I think this time the cause is adequate. Inside, Beamis. You too, kid. Three cells down. For all I know, you're an accessory."

"Accessory?" Ry echoed, panic finally getting him by the throat. "I'm . . . he's . . . listen, call Governor Etison. He'll vouch for us both. I was just auditioning for a performing job. He's a music scout—"

"And I'm the Emperor's aged grandmother." Pinky's backup grasped Ry's shoulder and gave him a push. Ry stumbled into the nearest cell. He turned around quickly. By then, the energy barrier was buzzing and sparking. The officers led Beamis to a cell farther down the line. "There's been a mistake," Beamis insisted, stepping into the cell. "Ry, don't worry. We'll talk to the people from Thabit, and then you'll get home for a late dinner."

An administrative aide, sitting at a data terminal several meters away, glanced up as the officers left, then turned back to his terminal.

Ry blinked, too stunned to do much else. What had just happened, and why was Keth Beamis acting so cool about it? Ry looked back up the line of cells. Keth Beamis was sitting down, facing the opposite direction. It looked like a warning not to try to communicate. Ry faced the other direction and stared at the aide, who worked silently. The underground hush made Ry feel as if he were smothering under a heavy blanket, wearing

earplugs and a blindfold. He hummed a few bars of "Dark Eyes, Warm Thoughts" and wondered where his parents were. Tendis Antum's promotion had put him in charge of a factory. Ry's mother had always pitched in as an assistant, but she was also a classical musician, a sweet-voiced soprano who could move the stoniest audience to tears.

Ry clenched a fist, determined not to cry now. He still couldn't believe his parents hadn't taken him with them. Their messages always included apologies for not corresponding often, but that was small comfort. Other than Hannis and Erik, he felt alone in his own city.

He stopped humming. Dusk was the wrong kind of music when you were already smothering in your own hurt and fear.

He hadn't sat long when the administrative aide stood up and strolled in his direction. The man punched a code sequence

Blast first, ask questions later.

into the touchpanel outside Ry's door, and abruptly the sparking and snapping stopped. "Etison says he'll vouch for you," he said. "Get home. You're wanted for dinner. Just don't leave town."

"Not a problem." Ry gestured up the line of cells. "How about him?" he asked softly. His voice broke on the last word. "Can't he join me?"

"No," said the aide.

Ry clenched both hands to keep them from trembling. This was no adrenaline rush. This was fear for a friend, and he didn't like it.

• • •

Ry's dinner sat like a rock at the pit of his stomach. He'd called Erik and Hannis as soon as he finished eating, and now they perched on his bed. After agonizing over how much to tell them, he decided to spill everything. His friends wouldn't tell on him, and they would be careful. "I could get a ferret into Governor Etison's database," he finished. "I'm sure I could get Beamis's cell unlocked long enough to get in and get him out."

Erik's head was still shaking. Ever since Ry swore him to secrecy and explained the pass codes, he'd stared down at the bedcover. "I don't know," he said. "This sounds awfully dangerous. My folks could get canned from the school if I got in this kind of trouble. And what about Teki?" Erik's little sister was only four local years old. "This is just too big, Ry."

Hannis snorted. "Too big? For us? I think it's gettingly good." Hannis's grandparents had been Core World aristocrats under the Republic. His parents had fled to the Inner Rim as the Empire tightened its grip, and he'd always considered life something of a game. His expertise with electronics—especially music and communications—gave him plenty of toys.

"No," Erik rarely talked about his past. Now his eyebrows arched as he pleaded. "Guys, you could get killed. Think what that would do to your parents."

To his parents? Ry snorted. "My parents don't give a Ratat's whisker—"

Rebel Bass

The comlink buzzed on his wall. "What?" he demanded.

"Ryley." The voice belonged to Governor Etison's aide, Captain Hall. "You're wanted in Governor E's office."

"I'll be right there, ma'am," he told the comlink. Then he lowered his voice. "You see? Something's mixing. Go on back home, and I'll do what I can. By myself."

"Call me," Hannis insisted.

"I'm there for you, too," Erik added. "But be careful."

Three minutes later, Ry stood at his sponsor's desk. Shran Etison wore Imperial khaki with an uncomfortable air—no surprise, since he'd been born on a backwater mining world. He had a reputation as a competent administrator, and now and then Ry saw hints that Governor Etison had faint doubts about Emperor Palpatine and his New Order.

He'd Taken the Final Jump . . .

No doubt or hesitation showed tonight. The Governor sat in front of his black-suited aide, resting both hands on his desktop. His broad shoulders, wide jaw, and faintly scarred temple hinted at his early career as a smashball hero. His fingers twitched rhythmically. "I hope the audition went well?"

Ry sat down in his extra chair. He longed to ask what happened to Keth Beamis. "Pretty well. The talent scout thought we might have a chance at landing a real touring job."

Governor Etison's hands stopped twitching. He glanced up at Captain Hall, a stout woman with gray braids wrapped around the back of her head. "Ry, I'm afraid Keth Beamis may have just complicated that possibility."

Ry raised one eyebrow with what he hoped was an air of mild curiosity. "What happened? It sure seemed odd that he was arrested."

Governor Etison looked up at the aide. Ry thought his sponsor's face looked grayer, his worry lines deeper than usual. "Tell him, Captain Hall."

Hall brandished her datapad. "The Thabit people had a number of questions for him. Evidently he'd tried to contact a woman who recently was revealed as a Rebel spy. He tried to talk about your band, instead."

"Us?" Ry's lip twitched. Was he back in trouble?

"Under certain persuasions, Rebel agents start talking and keep talking. Standard procedure," she added.

A chill raced down Ry's spine. If they'd used truth drugs on Beamis, he was cooked. Not even Governor Shran Etison could save him if Beamis had implicated him . . . but come to think of it, wouldn't he already be under arrest if that happened?

"We think," Hall continued, "that he wanted to talk about your band to keep his mind on safe subjects."

"What do you mean?" *Calm. Be calm.*

Governor Etison leaned forward. When he clasped his hands on the desktop, he flexed his shoulders. "It's looking as if your friend Keth Beamis was involved in a Rebel spy ring, Ry."

Ry gaped, exaggerating the expression. That reaction would

make him look like a kid, but he'd better appear as innocent as possible.

"So when he tried to talk about your band instead of Malferri Tag," continued the aide, "they let him run on for a while. It's best to let the . . . subject warm up and get used to talking. He was just insisting you were ready for the circuit, and that he would've loved to offer you a contract."

That was no way to finish an explanation. "And then?"

Governor Etison sighed. "He pulled a standard Rebel trick. He suicided before he could reveal any real information. We found an affide crystal under his tongue. Very fast poison. Security tells me those can be hidden under a waterproof

dead meat on a gaderffn stick.

barrier inside a drilled tooth. He must've been working it out with his tongue while he rattled on about your band. I'm sorry, Ry. He was using you."

Beamis was dead? Ry shut his mouth. Obviously, Beamis suicided rather than betray Ry and his friends, or any other on-site agents. Rather than tell the Imperials that Ry couldn't be sent offworld because a Rebel cell needed him here, gathering information—especially on the "new warship" Ry had just told him about—he'd taken the Final Jump.

For a moment, Ry hated himself for getting involved. Then his need to blame someone slid around and rested on his parents. They'd followed the Empire blindly, and they'd abandoned him. If they'd still been here, this wouldn't have happened.

Hall leaned heavily on the Governor's desk, hyperextending both elbows. "So we have a chance for you to serve the Empire, Ry."

Governor Etison waved a hand in the air. "Yes, and still indulge your number-one passion. I have fond memories of my own performing days," he added softly.

Twenty planetary cycles ago, Etison had a little b'ssa nurvu band of his own. It was one reason he'd indulged Ry and his friends.

Ry made an effort to lean back in his chair and cross one ankle over the other knee. Serve the Empire? Not after it broke up his family, however willingly his parents had gone. But he wanted to keep performing. Wanted it worse than anything else in his life.

"Look, Ry," Etison picked up a writing stylus and twirled it down the fingers of his left hand. "With this development back on Thabit, there's suspicion that Beamis's talent agency on Beltrix is a Rebel intelligence center. But it's only a suspicion. We want you and your friends to set a trap. I'll send ahead word that you could be bringing in illegal information, and we'll see who meets you . . . and what they do about it. Don't worry," he added quickly. "I'll include orders that you aren't to be harmed, under the strictest penalties."

"Thanks." Ry hated it when his voice shook this way.

"No one would suspect you boys of working for me. Do you see that?"

"Sure."

"Good. And if you'll help, I'll arrange for Far Cry to take the next year completely off from tech-ed school. You can perform that circuit, with or without the talent agency's contract. Even if they get put out of business, I still have contacts in the officers' clubs. This is your big break."

Ry swallowed nothing, connecting a dry mouth with a parched throat. "You are so right," he managed. "Thank you!"

• • •

One day later, Far Cry boarded a transport for Beltrix. Standing inside an echoing hangar, Hannis glared as Onjo Fegel hoisted his kloo horn case onto the boarding conveyor. Until this morning, Ry hadn't known that Onjo Fegel graduated from the Imperial Service Academy... in Intelligence. For the duration of this trip, Far Cry had been burdened with the services of a musically gifted—but completely out of place—kloo horn player.

They were a dusk band, not b'ssa nuuvu! If Governor Etison was still trying to win Ry to his own musical taste, he'd just lost several percuss of whatever ground he'd gained. They had rehearsed once before riding out to the spaceport. They sounded sick.

When Ry thought about Keth Beamis, he felt even sicker. And what about his old friend Tet Tramys?

He had to warn them to dump all suspicious files and send away anyone who might be recognized. But all day, Onjo had stuck to him like a mynock on a power cable, keeping him from talking to Hannis or Erik about sending a coded message ahead. And they would have only one day on board to figure out how to make Far-Cry-with-a-Kloo-Horn sound less like a herd of giddies in heat.

He strapped down on a frayed, padded seat in the transport's passenger compartment. There were no viewports. Only a series of clangs, then a garbled voice over the cabin speakers, confirmed takeoff was imminent. Shortly, the transport started shaking. It rattled for several minutes, followed by a series of lurches that made Ry glad he'd skipped lunch.

That 'Kloo Horn' stuck to him

A flashing light signaled the end of strap-down. Onjo got up, stretched left and right, then straightened his flight suit. Ry had never noticed how subtly comical his slightly rounded cheeks and small nose made his face look. His stubby hands stuck out at the ends of too-short sleeves. "We must have a Chadra-fan pilot," he said dryly. "You kids hungry?"

Ry wasn't, not at all, but he followed Onjo downship to a mess cabin. Like the passenger compartment, it had no viewports, no external screens—nothing to give him a glimpse of the lightyears they were crossing. One more dirty trick from the universe.

Long tables were filling rapidly, and the transport's crew was handing out a one-menu-suits-all tray lunch. Onjo steered

them from the pickup line to a spot near one bulkhead. He touched the heat control on his lunch tray, then raised the lid with a dramatic gesture. "Wonderful," he exclaimed. "Mystery meat number twelve."

Hannis smiled wanly. Ry didn't find Onjo particularly funny either. He picked at the meal.

After eating silently for ten or twelve minutes, Onjo sliced off a bite of meat and waved it at Erik. "What you need," he pronounced, "is a brighter riff on those crashers. You're putting people to sleep back there."

"It's dusk, not b'ssa nuuvu," Erik, normally one of the most patient people Ry knew, rolled his eyes. "Look, Onjo, we understand this isn't a real gig, not any more. But don't try to make Far Cry sound like something it isn't."

"For this market, b'ssa nuuvu is a better groove any day." Onjo waved the bite one final time and then chomped down on it. "Officers, Old people, or getting old fast. Even older than me." He grinned as if he'd made another joke.

Hannis muttered something into his plate.

"What was that?" Onjo asked around his mouthful.

Hannis raised his chin. "Keth Beamis didn't give this audition to your b'ssa nuuvu band."

Onjo leaned over the table. "There's a lot more to auditioning than standing still with your eyes shut. You aren't ready for the real thing."

"We are prepared," Ry insisted.

Onjo raised an eyebrow. "Prepared? This from the boy who assumes that the Holstrum Talent Agency on Beltrix has an amp to loan him for his bass? Think again, why don't you? They can't let every outsystem beginner borrow their equipment."

Amp? But—

In that moment, a solution flashed across Ry's mind. He silenced Erik's impending retort with one fast shin-kick. The tall perc player blinked, raised his eyebrows, then leaned back again.

Ry's thoughts whirled. His bass vye was a recent invention, self-amplified... kind of a return to acoustics, but with the conveniences of artistic distortion. Onjo had confused this instrument with the bass mando, a b'ssa nuuvu axe that was barely audible above a solid set of percs unless you amp-linked it. "Kessell You're right," he exclaimed. He was getting a lot of

like a mynock on a power cable.

practice pretending ignorance these days. "Do you think I made a mistake, counting on them? I didn't really think they wanted me bringing a bass amp on board. We used up our weight allowance on Hannis and Erik's gear." It sounded marginally logical, and apparently Onjo bought it. Ry submitted to ten minutes of stories about musicians who showed up unprepared for gigs, and the dire consequences. Finally, Onjo went for a cleanup droid.

Ry caught Erik's attention with a drum-roll of fingers on the tabletop. "Distract him for a few minutes," he whispered.

Rebel

Bass

As Onjo returned, Erik scrambled to his feet. "You know," he said, "I've always wondered what sets the b'ssa nuuvu beat apart from minga. You wouldn't have any recordings along?"

Onjo squared his shoulders, stretched his neck, and managed to look down his nose at Erik, who was half a head taller. "Of course I do," he said. "You serious?"

"You've gotta always be learning. Or you're dead on the perts."

Onjo half smiled. "That's the best sense I've heard out of any of you boys. Erik, you've got potential." He laid an arm on Erik's shoulder. "We'll see you two in a few," he told Ry and Hannis. To Erik's credit, he didn't cringe away from the arm or even wrinkle his nose at Onjo's fresh attempt at humor.

Ry sat still until Erik and Onjo disappeared out the mess hall's main hatch. Then he bent toward Hannis, speaking softly. He wouldn't have put it past Onjo or Etison to plant other ears among the passengers. "I've thought of a way to warn our people there's a spy on board. But I need to know the ship's comm frequency. Do you have any idea what they send on?"

"Sure." Hannis shrugged, smiling. "Spotted it pre-boarding."

"I figured." Ry whacked his friend's shoulder. "Then let's get to the baggage compartment. Fast."

Ry flashed Governor Etison's permission slip at the primitive security droid who guarded the baggage compartment, and they were admitted. He and Hannis swept inside, puffing. "He's got me pegged for a bass mando," Ry explained as he dug into his vye case. "Give me that frequency. And how fast could you switch a comlink's cover plate with one for a power point?"

"No time at . . . oh!" Hannis nodded vigorously. "You're going to plug into the comlink and make that pompous shroob think you're using a power source to amplify! I should've thought of that."

How many pOmpoUs shRoobs

"You would've. This time I thought of it first." Ry hesitated only a moment before going to work on his beloved instrument. As Hannis popped cover plates off the bulkhead, Ry pulled a multitool out of his pocket and carefully slit into the instrument's black plastene wave box, near the spot where its neck joined the body. Nestled inside was a small, metal-wound internal amplifier. He studied it carefully. He was a player, not a circuit-slicer . . .

"There." Hannis sprang away from the bulkhead. "Looks like you're using a simple amp circuit. Perfect for fooling a simple kloo horn player. Having trouble there?"

"I want to recalibrate this to transmit on your frequency, but—"

"Easy." Hannis grabbed the instrument and the multitool. "It'll take me two seconds . . . done." He handed it back just as the hatch slid open. Erik and Onjo joined them.

"All right," Ry declared, casually snapping his bass back together and holding it to his chest. "We've got less than an

hour to try to make this group sound like a band again." Ry helped Erik assemble his perts and crashers around the repulsor-mounted "throne." Hannis dug his touchboard out of a pile of luggage. Onjo assembled the kloo horn.

Then Ry counted off a slow groove for their audition number.

There wasn't time to work out a genuinely musical bass line in code. Ry's new line was full of sour notes, but he couldn't help that now. Letter by letter, he coded in a new message, sending it out over the comlink as he played: *Beam's dead. Spy aboard. Raid planned. Destroy records.*

When they'd finished, Hannis thrust both hands through his longish hair. "That was awful."

"Sorry," answered Ry. "Not used to hearing a kloo horn in there." He tossed a shrug at Onjo. "Try again."

This time, knowing in advance what he needed to say, he did a little better job of picking initial notes that would settle into a sustain that fit the song's chord structure. There was still one note so sour that even Onjo grimaced. Ry answered with a pained expression of his own, but as they finished the number, having sent off the warning twice, he started to feel better.

Now if only someone had been listening. And hopefully, no one in the cockpit cared if music came off the ship's transmitter. Judging by the condition of its interior, the crew didn't care much about much at all. This was a low-priority supply run.

"Onjo," Hannis sighed, "couldn't you at least try to make your line fit our style? Come on. I bet you could play dusk in your sleep."

Onjo's round little eyes narrowed. "As a matter of fact, I could."

This time through, Ry played his original bass line, the one with the message about the metal going offworld. Why not? If anyone on Beltrix was listening, they might as well get the whole story.

"Huh," said Onjo as he laid down his horn. "I have to admit, that was a better blend."

does It tAke to plAY a bASS mAnDo?

Hannis cracked his knuckles over the touchboard. "I thought so, too." He glanced sidelong at Ry, and Ry gave them all a thumbs-up salute.

A horn blared from the comlink panel, and for a mercy, Onjo didn't seem to notice that the comlink had a power-point cover. "Time to strap down," he announced. They secured their instruments, then hustled back into the seating area. Ry harnessed in, then settled back to wonder what really waited on Beltrix III . . . whether the "talent agency" was destroying records, or if a squad of Imperials was headed for the loading dock.

The transport lurched and shook. Overheads rattled. Ry clutched the arms of his seat and wished he were somewhere else. "Hannis," he muttered, "you'd better switch those panels back on the ride home."

"Right," mumbled Hannis.

After the shaking stopped, the strap-down light kept flashing. The passenger compartment grew quiet, then slowly filled with suspicious murmurs. Ry heard, "... lost baggage? ..." and "... wrong terminal?"

Erik craned his neck, then murmured, "Onjo isn't here."

Ry gritted his teeth. "Then we'd better hope they heard the music."

• • •

Onjo Fegel quickstepped down the boarding ramp toward three spaceport enforcers. He didn't care that the kids knew he was only along to keep them from spoiling Etison's trap. But en route, he'd changed his mind. Instead of going through with a painful, humiliating performance, he could hit the so-called talent agency now. "The kids are strapped down," he announced as they boarded a speeder. "They can't warn anybody, even if they are involved."

It Was Back to Square One . . .

"We'll soon know, sir," said the enforcer sharing his seat.

It was a fast cross-town hop to the talent agency. A young man sat at the reception desk, his dark blond hair just longer than Onjo could approve. "Welcome," he said, sweeping out both hands. "Gentlemen, what can the Holstrum Agency do for you? Combo? Duo? Perhaps a pair of battle droids to liven a convention?"

Onjo flashed his ID and walked around the counter toward the data terminal. "Step back," he ordered.

"Of course." The man swept out his hands and got up. "Perhaps you'd like to check our talent listings yourself."

Onjo waved one of the local enforcers forward. The man keyed rapidly, inserting a ferret into the system that would sniff out arcane activities. Onjo glanced around the reception room. Blue walls displayed a constantly changing array of billing posters. Acoustic panels floated beneath a sloped ceiling.

And it was all just a front. He could almost taste his next promotion ... hopefully to a Core world, where b'ssa nuuvu was appreciated.

The enforcer looked up from the data terminal, compressing his lips in a straight line. He eyed Onjo. "Sorry, sir. It looks like you made this trip for nothing, unless you wanted to hire a juggler."

"What do you mean?"

"They're clean, sir."

Onjo pushed the enforcer aside. "I think not."

Five minutes later, he slumped over the terminal. He'd failed. The Rebels had to be elsewhere, but his only potential informer ... Beamis ... was dead. It was back to square one. Once more from the top. First measure, and what key were they playing in this time?

For this, he'd spent two days with three kids who didn't know b'ssa nuuvu from minga?

• • •

A pair of brilliant overhead lights separated Far Cry from the rest of the galaxy. Facing three murky silhouettes seated behind a long table, Ry counted off the intro to "Dark Eyes, Warm Thoughts." To everyone's relief, Onjo had announced he would skip the actual audition, and he was nowhere in this dark, cramped room. Ry suspected he was somewhere else in the building, checking out b'ssa nuuvu groups, and so Hannis hadn't even bothered to set up a fake amp for Ry's "bass mando." One uniformed enforcer did sit staring over the talent scouts' shoulders, but Ry could ignore him. If anyone had intended to arrest him and Erik and Hannis, they would've already done it. So for the next five minutes, there would be only music.

NeVer, evEr KILL your InformER.

And after two interminable rehearsals with Onjo Fegel, this was music. Hannis's touchboard glisses fell slowly to settle each cadence, eking every shred of emotion from each line. Erik drummed a slow, steady beat on the tenor array, riding one crasher for the choruses. Beneath them all, Ry's bass line sang out a solid bottom ... the original bass line, naturally. To Ry, "Dark Eyes" would always be about metals going offworld.

Hannis held the final chord infinitesimally longer than usual, and Ry let the bass ring out before elbowing the FX spot. They'd turned up nothing for Governor Etison; their chance for fame had evaporated, but for this moment, they stood as professionals among professionals. Nothing ever felt so good.

Two of the scouts stood up and walked around the table toward the band. "Good job," pronounced the man in front. His gait and build reminded Ry of his old friend, Tet Tramys, but Tet hadn't worn a goatee—

Then he caught the grin behind those new whiskers. It was Tet! Ry clutched the neck of his vye and grinned back. Even with an enforcer watching, he had every right to bask in these compliments. Erik lounged over his tenor set, beaming.

The second scout, a long-haired woman, stood just out of the circle of light, behind Tet. Oddly, she was humming something in a sweet soprano voice. Her riff sounded more like b'ssa nuuvu than anything else. "Doo-dit, doo, doo ..."

Ry straightened, careful not to stare at the woman's silhouette. Was that bass code? Finally, she stepped into the light. Ry got a good look at her face and nearly fainted. She'd changed her hair color and style, and he'd never seen her wearing anything remotely like this beaded shift-smock before—

But that woman was his mother.

Did she honestly work at Holstrum Talent Agency, or was she covering for an Alliance agent who'd just skipped town ... or was she an Alliance agent? Maybe she and his father left him on Tullin IV to keep him out of danger when the Alliance recruited them. Maybe now she could see that he, too, was ready to be trusted on the front lines.

"Di-di-dit, dumm." Shutting her eyes, she tossed the long hair. Tet turned aside. He said something to Hannis. He might

Rebel

Bass

as well have been speaking droid dialect for all the attention Ry paid him.

Good job, good job. Ry finally caught the rhythm of the hummed code. He smiled, though he kept looking at Hannis and Tet. He felt like his brain was swimming in blue milk, blowing funny little bubbles. His mother hadn't acknowledged him, but he could see from the lines around her eyes and crossing her forehead that she was barely keeping herself from taking a run at him, arms flung out, just like she used to do.

Need you home, for now, he heard. *Good job, Ry. So proud.*

Tet turned away from Hannis and Erik. "Gettingly good," he announced, "and I'm sorry, but we've got three dusk bands on the circuit already. Try again next year."

Ry groaned, just as the enforcer would expect. "Thanks anyway," he said. "Thanks for listening."

THANKS FOR LISTENING. YOU ROCK.

"Our pleasure." His mother put so much pride into those two words that Ry's last doubts flitted away for good. He ached to sit down and talk with her ... and with Tet ... but with that enforcer still sitting behind the table, he couldn't. He cased his bass and helped Erik load percs. As they exited the gaudy reception room, he glanced back over his shoulder.

His mother had followed them out. She barely lifted one hand.

He nodded vigorously, eyeing the animated displays on the advertising wall. Hannis would figure out a way to send code between systems.

He had a lot of catching up to do. ■

Behind the Music

Shran Etison, Imperial Governor

Male Human, Noble 5/Soldier 5: Init +2 (Dex); Defense 20 (+2 Dex, +8 class); Spd 10m; VP 63/14; Atk +10 melee (2d4+2, vibrodagger) or +10 ranged; SQ call in 2 favors, inspire confidence +1, command +2; SV Fort +5, Ref +6, Will +8; SZ M; FP 4; DSP 2; Rep 9 [includes +3 bonus for Fame feat]; Str 14, Dex 14, Con 11, Int 15, Wis 12, Cha 16. Challenge Code: C.
Equipment: Vibrodagger.

Skills: Bluff +11, Diplomacy +14 [includes +3 bonus for Skill Emphasis feat], Entertain (kloo horn) +11, Intimidate +11, Knowledge (bureaucracy) +10, Knowledge (galactic history) +10, Knowledge (galactic politics) +10, Knowledge (Tuttin system) +10, Pilot +10, Profession (administrator) +14, Read/Write Basic, Sense Motive +9, Speak Basic, Speak Shryiiwook, Treat Injury +9.

Feats: Armor Proficiency (light, medium, heavy), Fame, Iron Will, Point Blank Shot, Precise Shot, Skill Emphasis (Diplomacy), Toughness, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons, heavy weapons, vibro weapons).

Onjo Fegel, Kloo Horn Player

Male Human Scoundrel 4: Use the Generic Con Artist template on page 263 of the *Star Wars Roleplaying Game*, but replace Disguise +10 with Entertain (kloo horn) +10.

Game statistics by Bart Armstrong

Far Cry

Ryley Ancum, Bass Vye Player

Male Human, Noble 2: Init +0; Defense 14 (+4 class); Spd 10m; VP 8/9; Atk +1 melee or +1 ranged; SQ call in 1 favor, inspire confidence +1; SV Fort -1, Ref +2, Will +4; SZ M; FP 1; DSP 0; Rep 4; Str 10, Dex 11, Con 9, Int 13, Wis 13, Cha 14. Challenge Code: A.

Skills: Diplomacy +7, Computer Use +6, Entertain (bass vye) +7, Entertain (sing) +6, Knowledge (streetwise) +4, Listen +6, Read/Write Basic, Sense Motive +6, Sleight of Hand +2, Speak Basic, Tumble +2.

Feats: Low Profile, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Hannis D'Lund, Touchboard Player

Male Human, Noble 1: Init +1 (Dex); Defense 13 (+3 class); Spd 10m; VP 11/11; Atk +1 melee or +1 ranged; SQ call in 1 favor; SV Fort +0, Ref +2, Will +1; SZ M; FP 0; DSP 0; Rep 3; Str 13, Dex 12, Con 11, Int 12, Wis 8, Cha 15. Challenge Code: A.

Skills: Bluff +6, Computer Use +5, Entertain (acting) +6, Entertain (touchboard) +6, Knowledge (nobility and royalty) +5, Listen +1, Read/Write Basic, Repair +3, Sense Motive +3, Speak Basic.

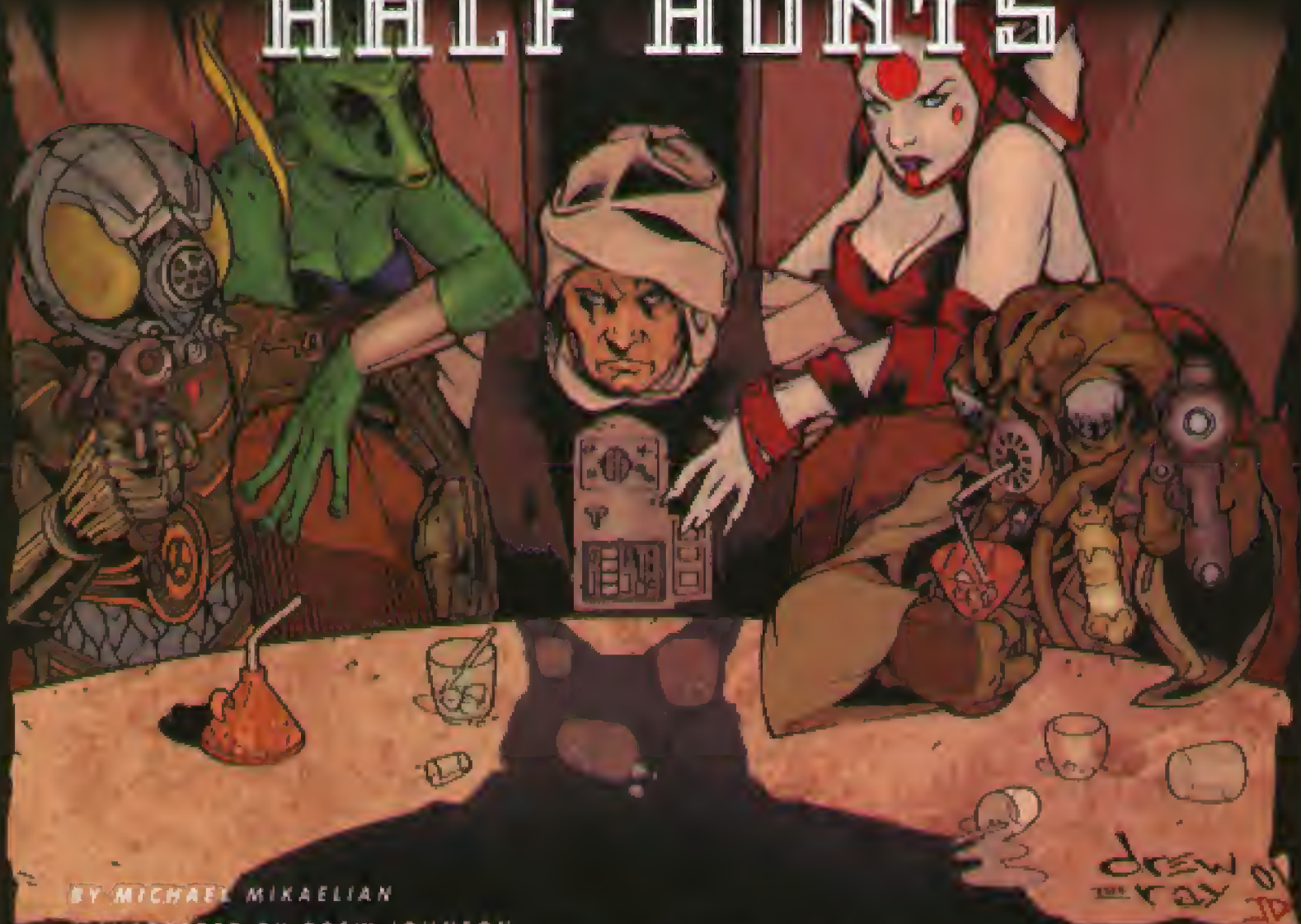
Feats: Athletic, Gearhead, Weapon Group Proficiency (blaster pistols, simple weapons).

Erik Lauderslag, Perc Player

Male Human, Noble 1: Init +2 (Dex); Defense 15 (+2 Dex, +3 class); Spd 10m; VP 8/9; Atk -1 melee or +2 ranged; SQ call in 1 favor; SV Fort -1, Ref +3, Will +3; SZ M; FP 0; DSP 0; Rep 3; Str 9, Dex 14, Con 9, Int 11, Wis 12, Cha 13. Challenge Code: A.

Skills: Computer Use +4, Entertain (percs and crashers) +8 [includes +3 bonus for Skill Emphasis feat], Escape Artist +4, Knowledge (spacer lore) +4, Listen +3, Pilot +4, Read/Write Basic, Sense Motive +5, Speak Basic.
Feats: Persuasive, Skill Emphasis (Entertain: percs and crashers), Weapon Group Proficiency (blaster pistols, simple weapons).

HOW THE OTHER HALF HUNTS



BY MICHAEL MIKAELIAN

ILLUSTRATED BY DREW JOHNSON

They appeared for mere moments in The Empire Strikes Back; six fierce bounty hunters, assembled by Lord Vader to capture the Millennium Falcon and its occupants.

With the exception of a few brief cameos (*Star Wars* Episode IV *A New Hope* Special Edition, *Return of the Jedi*) they're never seen again. Their tales, however, have been explored in comic books and stories: Dengar survived the barren wastes of Tatooine long enough to rescue Boba Fett from the Pit of Carkoon, while Zuckuss and IG-88 joined the Rebellion for a while. They were involved in the war that devas-

tated the Bounty Hunter's Guild and joined in the hunt for the fabled Yavin Vassilika.

The *Rebellion Era Sourcebook* includes game statistics for Boba Fett, Bossk, and IG-88, but only mentions Dengar, Zuckuss, and IG-88. Presented here, for the first time in an official *Star Wars* d20 supplement, are three of the galaxy's most infamous bounty hunters.

Dengar, a.k.a. Payback

Few beings alive personally revenge better than Dengar. When this Corellian's life fell apart, he first blamed Han Solo, then the Empire as well.

In his youth, Dengar was a hot racing prospect. A swoop mechanic on Corellia, he eventually earned a spot on the prestigious Ferini racing team. Though he held a string of victories, he was constantly compared to another young swoop racer, Han Solo. The rivalry was serious for Dengar. When Solo entered an illegal swoop race through Corellia's Agilat swamps, Dengar jumped at the chance to end all comparisons. In the



final leg Dengar flew too close to Solo's main repulsor fin. The resulting collision left Solo unharmed, but Dengar horribly burned. The young Corellian also suffered massive cranial damage. His days as a championship swoop racer were over, as he was banned from sanctioned competition for entering an illegal race. In Dengar's mind, Solo intentionally hit him. In truth, Dengar's hotheaded carelessness was to blame.

Dengar was crippled physically and mentally by the crash. Imperial surgeons rebuilt the young man's body and turned Dengar into a remorseless assassin for the Empire through cybernetics and mind-altering drug treatments. Better than new, Dengar felt no emotions other than rage. Much of his memory was erased, but he clung to his hatred of Han Solo.

Little is known of Dengar's service to the Emperor, except how it ended. The holy children of Asrat opposed Palpatine's New Order. Dengar, sent to assassinate them, instead had a sudden change of heart. He abandoned his duties, and the Empire issued a warrant for his arrest. To make ends meet, Dengar turned to bounty hunting. The move from assassin to bounty hunter was inevitable; Jabba the Hutt had placed a generous price on the head of none other than Han Solo. The money hardly mattered; Dengar was more interested in getting his revenge than in any reward.

Forming a temporary alliance with rival hunters Boba Fett, Bossk, and Skorr, Dengar succeeded in capturing Han Solo, only to have him slip through their fingers en route to Ord Mantell. While collecting a bounty on Imperial General Sinick Kriikeen (sponsored by the Rebel Alliance), Dengar rescued a beautiful Auzan woman named Manaroo. A Rebel sympathizer, she eventually became convinced the bounty hunter was like-minded and helped him acquire the coordinates to the hidden Rebel base at Hoth.

Admiral Ozzel's assault and Solo's escape from the ice planet occurred before the bounty hunter arrived. The

Punishing One—Dengar's modified JumpMaster 5000 starfighter—did not escape the Empire's notice. Dengar, along with five other bounty hunters, was brought before Lord Vader. The Dark Lord of the Sith decided that Dengar's enthusiasm for tracking down Captain Solo could prove useful and withdrew the warrant for his arrest in exchange for Dengar's cooperation in locating the *Millennium Falcon*.

One step behind Boba Fett, Dengar failed to reach Cloud City in time to capture Solo. Instead, he found Manaroo working as a dancer in one of the floating city's casinos. The two managed to

slip through the Imperial blockade. Throughout a series of adventures, Manaroo used her Attanni—a telepathic link—to restore Dengar's lost emotions.

The strange pair had several encounters together. On Mandalore, Dengar was briefly captured by super commando Fenn Shysa. On the moon of Blimph, he pursued Lando Calrissian for Quaffag the Hutt but failed to capture him. They eventually landed on Tatooine. Manaroo was enslaved by Jabba the Hutt; Dengar was drugged and left to die near the Teeth of Tatooine. Manaroo, fortunate enough to be left behind on Jabba's fateful last voyage to the Pit of



HOW THE OTHER HALF HUNTS

Carpoon, rescued Dengar. The two also rescued Boba Fett,

who somehow managed to escape the Sarlacc. Dengar commandeered two of Jabba's medical droids and stood vigil while Boba Fett recovered from his ordeal.

Dengar and Boba Fett teamed up to capture Kuat of Kuat. Dengar and Manaroo used their earnings to pay off their mounting debt and wed. Dengar worked with Boba Fett again on more than one occasion; their partnership came to an end after an unproductive attempt to capture Han Solo on Nar Shaddaa during the brief return of Emperor Palpatine.

During the New Republic era, Dengar came out of retirement for a short time in the employ of Crappa the Hutt. His current whereabouts are unknown, though a being of his tenacity and skill could easily be prodded back into action, for the right price.

Zuckuss, the Uncanny One

A seemingly supernatural intuition has earned Zuckuss the nickname "the Uncanny One." In truth, this Gand is well versed in the ways of the Findsman, his species' tradition of bounty hunters. Using meditative rituals, Zuckuss is adept at deciphering the swirling mists of the future.

Zuckuss was a successful Findsman on his homeworld of Gand, his family deeply rooted in the Findsman tradition for three hundred years. He did not, however, agree with Gand society's view of the individual. Eager to freely refer to himself in the first person—a right he would have one day surely earned—Zuckuss became the first Findsman to seek employ-

Dengar: Male Human, Scl 5/Scl 3/BH 4; Init +3 (Dex); Def 23 (+10 class, +3 Dex); Spd 10m; VP/WP 95/17; Atk +11/+6 melee (1d3+1, punch), +13/+8 ranged (3d8, crit 19-20, blaster carbine) or +13/+8 ranged (special, modified riot gun); SQ Illicit barter, better lucky than good, sneak attack +4d6, target bonus +2; SV Fort +9, Ref +10, Will +5; SZ M; FP 1; DSP 3; Rep 9; Str 13, Dex 16, Con 17, Int 12, Wis 13, Cha 13. Challenge Code: D.

Equipment: Blaster carbine, modified riot gun, binders, modified Corellian JumpMaster 5000 (*Punishing One*).

Skills: Astrogate +4, Bluff +8, Computer Use +7, Demolitions +10, Diplomacy +5, Disguise +3, Gather Information +9, Hide +7, Intimidate +11, Knowledge (streetwise) +9, Listen +10, Move Silently +9, Pilot +17, Profession (gambler) +6, Read/Write Basic, Repair +10, Search +9, Sense Motive +6, Sleight of Hand +5, Speak Basic, Speak Huttese, Spot +9, Survival +9, Treat Injury +4.

Feats: Armor Proficiency (light, medium, heavy), Exotic Weapon Proficiency (riot gun), Point-Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Pilot), Starship Operations (starfighter), Track, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibroweapons).

ment off-world. A respirator allowed him to survive outside Gand's atmosphere, providing the necessary volume of ammonia and protecting him from deadly oxygen.

The Gand quickly met with success as a bounty hunter, able to divine future events and locate hidden quarry with ease. As news of his success made its way back to his homeworld, so did his propensity for self-aggrandizement. Most Gand were

Zuckuss: Male Gand, FA 2/Scl 3/GF 5/BH 1; Init +3 (Dex); Def 23 (+8 class, +3 Dex, +2 natural); Spd 10m; VP/WP 62/13; Atk +9/+4 melee (1d3, punch), or +12/+7 ranged (3d6, blaster pistol) or +13/+8 ranged (special, snare rifle); SQ Ammonia breather, trail-blazing, uncanny dodge (Dex to Def), rituals, sneak attack +1d6, target bonus +1; SV Fort +9, Ref +10, Will +12; SZ M; FP 3; DSP 2; Rep 8; Str 11, Dex 17, Con 13, Int 12, Wis 15, Cha 11. Challenge Code: C.

Equipment: Blaster pistol, snare rifle, binders, Byblos G-1A space transport (*Mist Hunter*).

Skills: Astrogate +4, Computer Use +5, Gather Information +9, Hide +7, Intimidate +5, Knowledge (religions) +5, Listen +6, Move Silently +12, Pilot +7, Read/Write Gand, Repair +3, Search +7, Sense Motive +6, Speak Basic, Speak Gand, Speak Huttese, Spot +9, Survival +6.

Force Skills: Enhance Senses +9, Farseeing +12.

Feats: Exotic Weapon Proficiency (snare rifle), Force-Sensitive, Skill Emphasis (Farseeing), Starship Operations (space transport), Track, Weapon Focus (snare rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense.

Species Features: Ammonia Breather—Members of the rare Gand subspecies "breathers" must breathe ammonia as most species must breathe oxygen and other gases. Air that is breathable to most sentients is poisonous to them. If the Gand is suddenly exposed to oxygen, he must make a Fortitude save (DC 18). A successful save indicates that the Gand was able to hold his breath, avoiding damage. (A character can hold his breath 2 rounds for each point of Constitution he has.) Once the Gand is unable to hold his breath (or fails the saving throw), he suffers 1d6 points of Constitution damage and must make a Fortitude saving throw the following round (DC 18), even if no longer exposed. If he fails the second saving throw, he suffers an additional 2d6 points of Constitution damage. This damage cannot be healed naturally, with normal medical treatment, or with Force skills. Gand that suffer oxygen inhalation damage need new lungs, a costly medical procedure.

(Zuckuss has permanently lost 4 points of Constitution from oxygen inhalation. This ability can be restored to normal only through lung replacement.)

enthralled by his adventures, but a few viewed him as insane. Zuckuss couldn't care less. He had earned the respect of the powerful Hutt crimelords, proof that he was a truly unique Gand.

At Jabba's request, Zuckuss formed a partnership with the rogue droid bounty hunter 4-LOM. The two combined an otherworldly intuition with an incredible intellect to become perhaps the most successful bounty hunting team in the galaxy. Zuckuss initially saw their partnership as a way to please the Hutts, though grew to respect the droid criminal mastermind's intelligence.

Sensing he was missing out on something, Zuckuss left Hutt service and split from 4-LOM to join the Bounty Hunter's Guild. He expected his reputation to precede him. Instead, he was treated just like any other young up-and-comer. Cradossk, head of the Guild, paired Zuckuss with his son Bossk to collect an easy bounty—the accountant Nil Posondum. Boba Fett not only beat them to the target but humiliated them as well.

Boba Fett soon shocked the underworld by joining the Bounty Hunter's Guild. Cradossk, suspicious of Fett's intentions, tasked Zuckuss with keeping an eye on him. Zuckuss did, though he acted out of his own best interests and became something of a double agent. Bossk, outraged by his father's acceptance of Fett, who had repeatedly humiliated him, killed and ate Cradossk. The Trandoshan's death ultimately shattered the Guild, as Fett had intended all along.

Zuckuss eventually left the Guild mess behind him and teamed with 4-LOM again. He had finally attained the legendary status among his people he once longed for. Zuckuss used this to his advantage, convincing a consortium of Gand businessmen to finance the construction of a starship he could call his own. They commissioned Byblos Drive Yards to build a customized space transport, and Zuckuss named it *Mist Hunter*.

The two bounty hunters continued their partnership as if it had never ended, collecting one impressive bounty after another. Their good luck ended when a cornered target desperately ripped Zuckuss's respirator off. The

Gand, flush with success, became careless. He inhaled enough oxygen to permanently scar his lungs. Zuckuss's health was questionable; without new lungs, he would most likely die.

Grim reality required Zuckuss and 4-LOM to press on, and at the same time took the joy out of the hunt for the Gand. Desperate, they collected a generous Alliance bounty on Imperial Governor Nardix. When Lord Vader issued an Imperial bounty on Han Solo, Jabba sent the pair to see that his interest in Solo was protected. They reluctantly agreed, fearing retribution for the Nardix bounty. En route, they helped Imperial forces disable the Alliance transport *Bright Hope*, stranding its crew. They arrived to find Lord Vader indifferent. Whether he was unaware of their involvement in Nardix's capture or deemed it unimportant, Zuckuss breathed a sigh of relief.

Zuckuss, driven by images seen swirling in the mists during a meditative trance, sought out the crippled transport *Bright Hope*. At first he had convinced himself and 4-LOM that infiltrating the Rebellion would lead them to Solo. The pair helped rescue the stranded Rebel crew and returned them to the Alliance, where Zuckuss received much-needed medical attention to restore his strength. He convinced 4-LOM that they had more to gain by joining the Rebellion than they did by betraying it.

Now secret Alliance operatives, Zuckuss and 4-LOM used their reputation as a ruse. Their last mission for the Rebellion—to recover Captain Solo before Boba Fett could deliver him to Jabba the Hutt—ended in utter disaster. 4-LOM was blasted to bits, his memory beyond repair. Humiliated yet again by Boba Fett, Zuckuss abandoned his new



HOW THE OTHER HALF HUNTS

allies and set to the task of rebuilding his partner.

4-LOM, reactivated without any of the idealism it had developed during its time with the Rebellion, teamed with Zuckuss one final time to capture the gambler Drawmas Sma'Da. The Gand missed his chance to be part of the winning team with the Alliance victory at the Battle of Endor. Instead, he continued his career as a bounty hunter on the Outer Rim, though he never reached his former heights of success.

4-LOM, Master Criminal

4-LOM, a protocol droid by design, was destined for a life of servitude. Through poor maintenance or a flaw in its construction, it turned a game of wump rat-and-scurrier into a career of crime and became one of the galaxy's most feared droid bounty hunters.

4-LOM began its existence as a completely normal Industrial Automaton LOM-series protocol droid. It was programmed to serve as an interpreter onboard the luxury liner *Kuori Princess*. Its job was to know everything about the passengers and see to their whims. This included inventorying passengers' belongings kept in the liner's safe, to make sure they remembered their valuables when they disembarked.

It found its duties unchallenging, enough so that it devoted processing power to imagining scenarios that threatened the safety of the passengers' valuables. By engaging in a series of conversations with the ship's computer, 4-LOM worked through these scenarios using information the computer freely provided. Slowly, these simulations insinuated a criminal thought process in 4-LOM's neural pathways.

Dom Prigina, a wealthy passenger onboard the *Princess*, kept a most unusual gem near her everywhere she traveled. The Antares Sapphire, rumored to have healing abilities, was carefully protected in 4-LOM's opinion. The droid took the stone to "protect it from theft." 4-LOM had not only executed the perfect crime, but escaped suspicion too. More complex scenarios ran through 4-LOM's mind. Eventually it abandoned its programming, left the *Kuori Princess* while it was docked in Darlyn Boda, and fenced the stolen gem.

4-LOM began a new career as an information broker and eventually went to work for Jabba the Hutt. While 4-LOM was in Jabba's employ, its restrictive third-degree programming was modified, essentially turning it into a fourth-degree droid. Like the assassin, combat, and security droids of that classification, it could now harm sentients at will. Deadly and intelligent, the only thing 4-LOM lacked was intuition, something it greatly desired (as much as a droid can desire anything). Jabba suggested the droid team with Zuckuss, then a wildly successful Gand bounty hunter whose stock-in-trade was intuition. Intrigued by the concept, 4-LOM agreed.



The two earned a reputation as the most efficient bounty hunting team in the business. They racked up an impressive list of bounties. Things only took a turn for the worse when Zuckuss was gravely injured after breathing oxygen. Desperate for credits, they collected an Alliance bounty on Imperial Governor Nardix. Though this should have landed the pair in hot engine wash with the Empire, Lord Vader acted as if it had never happened during the hunt for the *Millennium Falcon*.

Zuckuss and 4-LOM fully intended to infiltrate the Rebellion to get to Captain Solo. Taken at face value by the Alliance, both were quickly won over by the Rebels' generosity and joined their cause. While Alliance doctors repaired the damage to Zuckuss's lungs, 4-LOM had what it could only describe as a vision; it would work side-by-side with Jedi.

Once Zuckuss was fully recovered, the two undertook secret missions for the Alliance. Their mission to intercept Boba Fett before he delivered Captain Solo to Jabba the Hutt was the end of the line for the idealistic 4-LOM. Blasted by Fett, only its fourth-degree programming remained intact; the droid's memory was lost.

Zuckuss reactivated 4-LOM, but the droid was never the same. It became a cold, calculating hunter that felt no remorse. 4-LOM worked with Zuckuss to capture Drawmas Sma'Da, but only because it required a partner for that particular target. Since then, it has preferred to work alone.

4-LOM: Modified walking protocol droid, Dip 1/5cl 8/BH 2; Init +0; Def 18 (+8 class); Spd 8m; VP/WP 6c/Hg; Atk +8/+3 melee (1d6, hand), or +9/+4 ranged (3d8, concussion rifle); SQ illicit barter, better lucky than good, target bonus +1, sneak attack +3d6; SV Fort +6, Ref +8, Will +7; SZ M; Rep 8; Str 11, Dex 11, Con 15, Int 20, Wis 12, Cha 17. Challenge Code: C.

Equipment: Concussion rifle, binders, vocabulator, translator unit (DC 10), locked access, heuristic processor, internal comlink.

Skills: Bluff +14, Computer Use +11, Demolitions +9, Diplomacy +11, Disable Device +5, Disguise +5, Gather Information +17, Hide +9, Intimidate +10, Knowledge (alien species) +11, Knowledge (criminal organizations) +11, Knowledge (cultures) +14, Knowledge (streetwise) +9, Knowledge (systems) +13, Listen +11, Move Silently +10, Profession (bureaucrat) +10, Read/Write Basic, Repair +9, Search +11, Sense Motive +12, Sleight of Hand +2, Speak Basic, Speak Binary, Speak Huttese, Speak Ryl, Speak Shyriiwook, Speak Dosh, Spot +11, Survival +9.

Unspent Skill Points: 8.

Feats: Sharp-Eyed, Skill Emphasis (Bluff, Gather Information), Track, Trustworthy, Weapon Focus (concussion rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

*4-LOM's RAW totals include abilities and other miscellaneous bonuses.



BOUNTY HUNTER WEAPONS

WEAPON	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	STUN DAMAGE /FORT DC	TYPE	SIZE	GROUP
Concussion Rifle	1,000	3d8	20	50 meters	4.9 kg	1d8/DC 18	Energy	Large	Blaster Rifles
Riot Gun	1,200	special	—	see entry	6.3 kg	1d6/DC 12	Energy	Large	Exotic
Dengar's Modified Riot Gun	n/a	special	—	10 meters	6.3 kg	2d6/DC 20	Energy	Large	Exotic
Snare Rifle	1,100	special	—	15 meters	3.5 kg	—	see entry	Medium	Exotic

CONCUSSION RIFLE

The concussion rifle is an infantry support weapon that sacrifices economy for range. The bounty hunter 4-LOM uses a concussion rifle, the BlasTech W-90. The W-90 is similar in appearance to the BlasTech E-11 blaster rifle most commonly used by Imperial stormtroopers.

A concussion rifle requires a power pack to operate. After 25 shots, the power pack must be replaced.

RIOT GUN

The riot gun is a powerful area-effect weapon commonly used by law enforcement on civilized worlds to incapacitate large crowds while inflicting minimal damage. The bounty hunter Dengar uses a modified version of this weapon that affects a single target with a much more powerful blast.

A production-model riot gun fires a cone of concussive force. The cone's width is the same as the distance from the

riot gun's wielder, up to 10 meters. For instance, the cone of concussive force is 3 meters wide at a distance of 3 meters. Instead of targeting an opponent with a riot gun, you can target his general vicinity (in game terms a 2-by-2 meter square). This only requires an attack roll of 5 or better. If the attack succeeds, the target is in the center of the cone of concussive force. If it fails, the center of the cone is off target by 1d3 meters in a random direction. (Roll 1d8: 1 means up, 2 up and to the right, 3 right, 4 down and right, 5 down, 6 down and left, 7 left, 8 up and left.) Any character in the riot gun's area of effect takes 1d6 damage (a successful DC 12 Reflex save halves damage) and must make a DC 12 Fortitude save or be knocked unconscious for 2d6 rounds.

Dengar's riot gun has been modified to focus on a single target. The bounty hunter's modifications focus the concussive force into a beam for greater range and power. As a result, Dengar's modified riot gun performs just like any other ranged weapon, except that it always deals stun damage and can target a character up to 5 range increments away.

A riot gun (both versions) requires a power pack to operate. After 8 shots, the power pack must be replaced.

SNARE RIFLE

The snare rifle is a non-lethal hunting weapon. Big game hunters use it to capture dangerous creatures alive. The bounty hunter Zuckuss uses a snare rifle, the Meri-Sonn Munitions GRS-1.

The snare rifle fires a burst of shockstun mist that incapacitates its target, then follows it up with a liquid spraynet that covers the target and quickly solidifies. On a successful attack, the target must make a Fortitude save (DC 16). If the character fails the saving throw, he suffers 1d6 points of Dexterity damage and must make another saving throw the following round. If this second save fails, the character is unconscious. Regardless of whether these saving throws are successful, the target is also hit by the liquid spraynet.

A character hit by a spraynet is entangled. An entangled character suffers a -2 penalty on attack rolls, a -4 penalty to effective Dexterity, and can move only at half speed (and cannot run or charge). The fibers of the spraynet are hard to break: It has 10 hardness, 8 wound points, and requires a DC 25 Strength check to break (DC 30 if entangled).

A snare rifle requires two special cartridges to operate: a shockstun mist canister (75 credits) and a liquid spraynet dispenser (25 credits). After 12 shots, these cartridges must be replaced. ■



BOUNTIES TO DIE FOR

BY S. MITCH RITCHIE

ILLUSTRATED BY RAMÓN PÉREZ

WELCOME TO THE IMPERIAL ENFORCEMENT DATA CORE. THIS IS A GALAXY-WIDE DATABASE OF BOUNTIES POSTED THROUGHOUT THE EMPIRE. THE IMPERIAL OFFICE OF CRIMINAL INVESTIGATION PROVIDES THIS SERVICE FOR INDIVIDUALS WHO HAVE ACQUIRED AN IMPERIAL PEACE KEEPING CERTIFICATE (IPKC).

CERTIFIED INDIVIDUALS ARE PERMITTED TO TRANSPORT WEAPONS AND DEVICES THAT MAY BE IN VIOLATION OF LOCAL ORDINANCES THROUGHOUT THE EMPIRE. THEY ARE PERMITTED TO USE THESE ITEMS ONLY IN PURSUIT OF REGISTERED BOUNTIES; UNLAWFUL USE OF AN OTHERWISE ILLEGAL ITEM IS CAUSE FOR REVOCATION OF AN IPKC.

100,000
CREDITS



MI-726

MI-726

Imperial Posting

Dismantle on Sight

Reward: 50,000 credits

MI-series security droids were commonly used to guard upper-class civilian homes throughout the Empire. MI-726 was assigned to a board member of Sienar Fleet Systems. Rebel terrorists attacked his home, hoping to access TIE prototype schematics that might reveal weaknesses in upcoming models. During this episode, MI-726 went rogue, abandoned its charge, and disappeared.

Years later, it was spotted again, sabotaging Imperial facilities. Evidently malfunctioning, MI-726 is randomly targeting Imperial factories, warehouses, and citizens. A survivor of one such attack, a security guard himself, claims the droid was not working alone. The witness claims the droid insulted his heritage and legitimacy before setting off an explosion that destroyed the entire

MI-726: Walking security droid. **Set 2/Sol 4;** Init +5 (Dex); Def 20 (+5 Armor, +5 Dex); 5pd B m; VP/WP 60/19; Atk +9 (melee (2d6+4, punch) or +10 ranged (3d6, 2 repeating blasters*); **SQ:** Trailblazing; **SV:** Fort +10, Ref +8, Will +3; **SZ:** M; Rep 1; Str 18, Dex 20, Con 19, Int 11, Wis 11, Cha 12; **Challenge Code:** B.

Equipment: Two repeating blasters*, armor, voculator.

Skills:** Demolitions +6, Knowledge (Galactic Empire) +5, Knowledge (Rebellion) +5, Listen +7, Move Silently +10, Read/Write Basic, Search +5, Speak Basic, Spot +8.

Unspent Skill Points: 5.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Multishot, Point-Blank Shot, Precise Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

*Two repeating blasters as blaster pistols that may also be set to autofire.

**MI-726's skill bonuses include its ability score bonuses.



Devidia Vennsiol: Female Human Nbl B /Sol 3; Init +3 (Dex); Def 20 [+7 Class, +3 Dex]; Spd 10m; VPPWP 40/11; Atk +9/+4 melee (1d3, punch) or +12/+7 ranged (3d6+6, 2 prototype blaster pistols); or +12/+7 ranged (3d4, holdout blaster); SQ Bonus class skill (Bluff); call in a favor (1); inspire confidence +2, command +4; SV Fort +5, Ref +8, Will +8; SZ M; FP 3; DSP 3; Rep 8; Str 11, Dex 16, Con 11, Int 14, Wis 13, Cha 19. Challenge Code: C.

Equipment: Prototype blaster pistols, holdout blaster, fine clothing, deluxe security kit (+4 equipment bonus).

Skills: Appraise +13, Astrogate +7, Bluff +12, Computer Use +6, Demolitions +7, Diplomacy +12, Disable Device +8, Disguise +8, Intimidate +12, Knowledge (organized crime) +10, Knowledge (galactic politics) +12, Listen +5, Pilot +8, Read/Write Basic, Repair +6, Ride +7, Sense Motive +11, Speak Basic, Speak Huttese, Speak Rodese, Tumble +8.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Improved Two-Weapon Fighting, Point-Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

70,000*
CREDITS



DEVIDIA VENNSIOL

factory. Though it is assumed that MI-726 has developed deep, troubling glitches as a result of infrequent memory wipes, sentient accomplices are not being ruled out.

Do not try to apprehend this dangerous mechanical; dismantle on sight.

MI-726 Repeating Blaster Options

MI-726 has many feats related to firing both of its repeating blasters, allowing it up to five attacks in a single round as a full-round action. The table below demonstrates what its ranged attack bonuses are for each multiple attack option.

Number of Attacks	Ranged Attack Bonus
2	+8/+8
3	+6/+6/+6
4	+4/+4/+4/+4
5	+2/+2/+2/+2/+2

Devidia Vennsiol

Independent Posting
(Contracted by Safidine Industries)
Dead or Alive

Reward: 5,000 credits (70,000 credit bonus for returning prototypes)

Devidia has always been a spoiled brat. Her father is an influential local official of Saccorria. Her full bio reveals that he let her get away with far too much as a child. Devidia is a very charismatic young woman, and from an early age learned how to get boys to do things for her.

At his wit's end, her father placed her in military school as a teenager. Her school records are included in her full bio, but they aren't much to look at. The only thing she learned was how to use weapons, and that military men are just as malleable as young boys.

One standard month ago she broke into a Safidine Industries laboratory with her boyfriend, Dorbus Kyrullus. Safidine is an Imperial arms subcontractor; this particular lab had just assembled a series high-powered blaster prototypes. Devidia and Dorbus made off with quite a bit of firepower. He has been captured, and most of the stolen weapons have been recovered.

Devidia escaped, and still has two prototype blaster pistols. Safidine is dedicated to resolving this problem quickly and quietly. They have issued a bounty for the return of the prototypes. Vennsiol can be brought in dead or alive.

Devidia was last spotted in the Core one standard week ago, though it's very likely she far from there by now. Don't underestimate her; she's pretty mean, and a heck of a shot.

BOUNTIES TO DIE FOR

Stormtrooper X

Independent Posting

(Contracted by Narbuj Desilijic Preor)

Dead or Alive

Reward: 20,000 credits

Known only as Stormtrooper X, this target is not to be taken lightly. He's made a name for himself as a pirate working in the Outer Rim. The sponsor, a Hutt crimelord named Narbuj Desilijic Preor, claims X's pirate group raided one of his safehouses and made off with a Hutt's mass in spice and credits.

Narbuj had previously hired the the target as a mercenary and smuggler. Stormtrooper X has also had dealings with other underworld organizations. His true identity is unknown. The Empire has issued a warrant for his arrest, but is offering no

reward. All requests for data from the Empire regarding Stormtrooper X have failed to yield any results.

Stormtrooper X leads at least a dozen other outlaws, and all are considered very dangerous. He has been known to fly an ancient N-1 starfighter in the past, with the transponder code *Rogue Imperial 5*. There is no information as to whether this is the name of a squadron he flies with or a name he's chosen for no particular reason.

Drooto Sploonore

Independent Posting

(Contracted by Drooto Sploonore)

Disintegration

Reward: 50,000 credits

Drooto is arrogant. He believes his palatial fortress is impenetrable to all spies, thieves, and mercenaries, including you, the infa-

mous "bounty hunter." At least he's willing to put up a good chunk of change for all his boasting. There is a handful of professionals who could walk right into Sploonore's little castle, blast him, and be gone before he knew what hit him. He's not paying enough to attract that kind of attention, however.

What he is paying is 50,000 credits, which isn't bad. Sploonore's a businessman, and this is strictly business. He and an associate, Bormm Biveedo, have a bet going: if anyone can infiltrate Drooto's palace, find him, and execute him, Bormm gets all of Drooto's business interests and his estate. If Drooto survives for one standard year, he earns a renewed contract from Bormm for the next five years.

Drooto's palace is heavily guarded. His "business" consists of transporting a much of the spice that's distributed along the

20,000
CREDITS



STORMTROOPER X

Stormtrooper X: Male Human Sol 6/ET
2; Init +2 (Dex); Def 18 (+6 class, +2 Dex);
Spd 10m; Vb/WP 68/15; Atk +11/+6 melee
(+6+3, crit 20, punch), or +11/+6 ranged
(3d6, blaster pistol) or +10/+5 ranged
(3d4, holdout blaster); SV Fort +10, Ref
+6, Will +4; SZ M; FP 2; DSP 1; Rep 3; Str
16, Dex 15, Con 15, Int 13, Wis 10, Cha 10.
Challenge Code: C.

Equipment: Blaster pistol, holdout
blaster, spare power packs (5), mod-
ified stormtrooper helmet*.

Skills: Astrogate +4, Computer Use +3,
Gather Information +5, Intimidate +5,
Knowledge (Imperial Navy) +4,
Knowledge (organized crime) +10, Lis-
ten +2, Move Silently +5, Pilot +10,
Read/Write Basic, Repair +10, Speak
Basic, Speak Dosh, Speak Hutttese,
Speak Rodian, Speak Sullustese, Spot
+2, Survival +4.

Feats: Armor Proficiency (light, medium,
heavy), Dodge, Martial Arts, Point-
Blank Shot, Precise Shot, Quick Draw,
Starship Operation (space transports,
starfighters), Weapon Group Profi-
ciency (simple weapons, blaster pis-
tols, blaster rifles, heavy weapons,
vibro weapons), Weapon Focus
(blaster pistols).

*Stormtrooper X's modified stormtrooper helmet provides
a +2 equipment bonus to Listen and Spot checks. It also
contains a comlink with a broadcast antenna that
transmits its range to 400 km and a signal intercepter that
allows X to eavesdrop on encrypted transmissions
with a successful Computer Use check (DC 20).

50,000

CREDITS



DROOTO SPLOONORE



Drooto Sploonore: Male Rodian Nbl 5/CL 4; Init -1 (Dex); Def 16 (+7 class, -1 Dex); Spd 10m; VP/WP 30/8; Atk +5 melee (1d3+1, punch) or +4 ranged (3d4, holdout blaster); SQ Bonus class skill (Bluff), call in a favor (1), inspire confidence +1, command, contact (2), resource access, inspire fear -2; SV Fort +1, Ref +4, Will +7; SZ M; TP 3; DSP 2; Rep 12; Str 10, Dex 9, Int 12, Wis 9, Con 8, Cha 14. Challenge Code: A. **Equipment:** Fine clothing, expensive jewelry, datapad, holdout blaster, comlink.

Skills: Appraise +9, Bluff +10, Computer Use +8, Diplomacy +14, Forgery +4, Gather Information +13, Intimidate +5, Knowledge (galactic politics) +6, Knowledge (organized crime) +9, Listen +1, Profession (merchant) +5, Read/Write Basic, Read/Write Rodese, Search +2, Sense Motive +7, Speak Basic, Speak Huttese, Speak Rodese, Speak Sullustese, Spot +1.

Feats: Fame, Infamy, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge: organized crime), Track, Weapon Group Proficiency (simple weapons, blaster pistols).

Hydian Way. He has operations in both Imperial Space and the Corporate Sector. He employs many sentients, none of whom are eligible for this reward. Even though Bormm stands to inherit his wealth, all reports suggest he is fiercely loyal to Drooto.

Once you have infiltrated Drooto's lair and terminated him, don his cape and report to the closest guard. Drooto's men are under orders not to kill anyone wearing his cape, which he always wears. They will take you to Bormm, who will pay you and then escort you out.

Drooto needs to die, and he's even willing to foot the bill.

Vooz Nooxoo Una

Imperial Posting

Disintegration

Reward: 7,500 credits

It is accepted that there is a need for mercenaries in the galaxy. As much as the Empire strives to maintain law and order, there are still those who feel the government does not do enough. One individual has recently started a one-man war

against crime on Coruscant. We only know him by the name "Vooz Nooxoo Una," which translates into "The Patriot" in Bocce. The Empire was willing to turn a blind eye to what at first seemed like mild vigilante attacks against known scum. It has now spiraled out of control.

Nooxoo Una attacked and killed three Imperial officers one standard week ago. These honest, hard-working individuals had done nothing to provoke such an assault. A squad of stormtroopers was subsequently dispatched into the lower levels of Coruscant to apprehend the target. Only two returned alive and empty-handed. The target apparently knows the depths of Coruscant very well to have survived in them at all.

Nooxoo Una wears a unique suit of organic armor, constructed of biochemically and genetically engineered plant fibers. The origin of this suit is unknown. The suit has

retractable claws and a thorny surface designed to fend off physical attacks. In addition to this unique apparatus, Nooxoo Una is considered armed and dangerous, and should be approached with caution.

According to reports, Vooz Nooxoo Una is very intelligent and dedicated to his cause. In truth, he has a very sick individual with a warped view of the galaxy. He sees himself as a hero fighting evil, when in fact he's a raging inferno, burning out of control.

Subject 4D668493X

Imperial Posting

Disintegration

Reward: 50,000 credits

The Galactic Empire released the following statement prior to posting a bounty on genetic test subject 4D668493X, which escaped from one of their top-secret labs:

BOUNTIES TO DIE FOR

Voaz Nooxoo Una's Armor

This suit of armor was crafted from genetically-engineered plant matter. As a result, it appears wooden and thorny. This one-of-a-kind suit was created by Nooxoo Una, a biogeneticist who used himself as a test subject. Although the armor is not alive, it's possible that long-term exposure to residual plant spores has affected his state of mind.

Voaz Nooxoo Una's armor grants him DR 3.

Whenever an opponent makes a successful unarmed melee attack against Nooxoo Una, they must make a successful Reflex save (DC 20) or suffer 1d3 damage. When Nooxoo Una successfully Bantha rushes an opponent, he deals an additional 1d6 damage. At the end of each round that an opponent is in a grapple with Nooxoo Una, that opponent automatically suffers 1d3 damage.

Armor	Cost	Defense Bonus	Maximum Dex Bonus	Armor Check Penalty	Speed (Dm) (Bm)	Type	Weight
Voaz Nooxoo Una's armor	n/a	+8	+3	-4	8 4	heavy	22 kg

7,500

CREDITS





V00Z N00X00 UNA

"The purpose of the many bio labs currently operated by Imperial contractors is to serve the greater good. With the latest technology it is now possible to do things with genetics deemed impossible in the recent past.

"In an effort to keep one step ahead of the evil that plagues the universe, scientists at key bio labs are constructing beings whose purpose is to aid Imperial officers in apprehending criminals. These creatures are totally subservient to their masters and the most efficient trackers currently employed by Imperial Military branches.

"Unfortunately, a lab accident at a top secret installation allowed one of these creatures to escape. The creature killed several good men before stowing away aboard a starship. It apparently stowed away in the cargo hold of a ship that landed on Tatooine earlier today. This creature is considered extremely dangerous.

"The Empire is concerned for the safety of its citizens and is exploring every available option to resolve this problem immediately."

Voaz Nooxoo Una: Male Human Exp 1/Sol 3/Scl 2; Init +2 (Dex); Def 20 (+8 armor, +2 Dex); Spd 8m (armor); VP/WP 43/16; Atk +9; melee (1d10+5, crit 19-20, bladed gauntlet) or (2d6+5, vibroblade), +6 ranged; SQ illicit barter, better lucky than good, DR 3; SV Fort +9, Ref +6, Will +4; SZ M; FP 2; Rep 3; Str 18, Dex 15, Con 16, Int 16, Wis 12, Cha 11. Challenge Code: 8.

Equipment: Armor, vibroblade.

Skills: Appraise +5, Computer Use +9, Craft (armor) +6, Demolitions +6, Disable Device +7, Escape Artist +7, Gather Information +4, Hide +6, Jump +2, Knowledge (biology) +10, Knowledge (Coruscant) +7, Knowledge (genetics) +10, Listen +5, Move Silently +8, Repair +7, Search +9, Sense Motive +5, Speak Basic, Speak Hutttese, Speak Rodese, Speak Quarren, Spot +5, Survival +5, Treat Injury +5.

Feats: Alertness, Armor Proficiency (light, medium, heavy), Exotic Weapon Proficiency (bladed gauntlet), Skill Emphasis (Knowledge: biology, Knowledge: genetics), Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Subject 4D668493X: Highly evolved Predator 4/Scl 2; Init +8 (Dex, Improved Initiative); Def +8 (+2 class, +4 Dex, +2 natural); Spd 12in; VP/WP 42/13; Atk +6 melee (1d4+1, 2 claws), +4 melee (1d6+1, bite), or +9 ranged; SQ Multiattack, darkvision (20m), +2 species bonus to smell-based Search checks, trailblazing, uncanny dodge (Dex to Def); SV Fort +3, Ref +10, Will +3; SZ M; FP 2; Rep 0; Str 12, Dex 19, Con 13, Int 13, Wis 10, Cha 15. Challenge Code: B.

Equipment: None.

Skills: Climb +4, Intimidate +9, Jump +5, Listen +6, Move Silently +8, Read/Write Basic, Search +3, Speak Basic, Speak Binary, Spot +6, Survival +2, Swim +3.

Feats: Alertness, Frightful Presence, Improved Initiative, Track, Weapon Group Proficiency (simple weapons, blaster pistols).

It's hard to believe the Empire has ever been totally honest. They want the public to believe this target was some lab animal that just happened to break free at an opportune moment.

Even if you believe that a creature just happened to scamper out of a top secret, high security research laboratory, how did it know to show away on a ship scheduled to depart scant hours later? On top of all that, this "bloodthirsty" creature sat patiently in a cargo hold while two tasty meals sat helpless a few meters away. This kind of behavior belies a sentient intelligence.

The Empire cooked up something here, lost control of it, and wants you to cover it up for them. No problem...that's what you're paid to do.

Biological data is on file if needed. Keep in mind that this contract is for disintegration only; proof of destruction, however, is mandatory.

Reerookachuck

Independent Posting

(Contracted by Sord Montok)

Live Capture Only

Reward: 65,000 credits

The *Sord Montok* is a slave ship owned by the corporation of the same name. Its stock-in-trade is primarily Wookiees and Trandoshans. Both are risky species to deal with and Montok uses their ancient rivalry to play the two species against each other. The slaves are too busy fighting with one another to stage any revolts. Escape attempts by members of one species are usually brought to

Reerookachuck: Male Wookiee Soldier 6; Init +5 (Dex, Improved Initiative); Def 15 (+4 class, +1 Dex); Spd 10in; VP/WP 64/17; Atk +9/+4 melee (1d6+3, claws) or +7/+2 ranged (3d8, crit 19-20, blaster rifle); SQ Wookiee rage, extraordinary recuperation, language restriction; SV Fort +8, Ref +3, Will +2; SZ M; FP 2; Rep 2; Str 17, Dex 13, Con 17, Int 12, Wis 10, Cha 12. Challenge Code: B.

Equipment: Blaster rifle, tool kit.

Skills: Astrogate +5, Climb +5, Computer Use +6, Craft (electronics) +5, Intimidate +14, Knowledge (Kessel) +8, Knowledge (streetwise) +6, Pilot +8, Repair +5, Speak Basic, Speak Shyilwook.

Feats: Armor Proficiency (light, medium, heavy), Blind-Fight, Cleave, Great Cleave, Improved Initiative, Starship Operations (starfighters), Power Attack, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

50,000
CREDITS



SUBJECT 4D668493X

65,000
CREDITS



REEROOKACHUCK

BOUNTIES TO DIE FOR

the guards' attention by members of the other species.

Reerookachuk was picked up by the *Sord Montok* on Kessel. Born on Kashyyyk, he was taken away when he was barely old enough to speak; it's unlikely he has many memories of his homeworld. Most Wookiees have a code of honor that keeps them from using claws in combat. Raised by humans in slave mines, Reerookachuk was never taught honor. He fights down and dirty. He understands Basic, but speaks a rudimentary form of Shyriiwook. This is the result of not interacting with another Wookiee until the age of seventy. Though his vocal skills are somewhat lacking, he often manages to get his point across—the Wookiee way.

He was brought on board the *Montok* for relocation. Reerookachuk didn't bother planning anything out; he just knew if he plowed through enough guards, he was bound to get out. Before the *Montok* could reach its jump coordinate, Reerookachuk started a riot that left twenty guards dead, injured more than thirty others, and created a distraction that allowed seventeen slaves to escape to life pods. Over half of the reported injuries were the target's own handiwork.

The *Sord Montok* was near the Minos Cluster when this occurrence happened, and, despite a week-long search, they have been unable to find any trace of Reerookachuk. Thirteen of the seventeen other slaves have been recovered; ten were fatally injured resisting capture. The CEO of *Sord Montok* wishes to recover the target alive so he can be held accountable for his

crimes. It's likely that the corporation is more concerned with its image than with any semblance of justice.

Traggissk Reosss

Independent Posting

(Contracted by Broom Cloone, Winnard Clan Leader)

Live Capture Only

Reward: 100,000 credits

The Winnard Clan is a group of pirates who operate out of a region of space close to the Corporate Sector. They carve their living out of the smaller ship traffic that plies the Hydian Way. Until recently they have left Imperial supply ships alone, choosing civilian targets instead. It's been rumored that they have a deal with the Empire; the Winnard Clan is free to plunder any ships without an Imperial registry.

Traggissk Reosss, a Winnard flight leader, learned through unknown channels of a shipmist from the Corporate Sector to the

100,000
CREDITS



TRAGGISSK REOSSS

Traggissk Reosss: Male Trandoshan Sol 3/Sol 6; Init +5 (Dex, Improved Initiative); Def 19 (+7 class, +1 Dex, +1 natural); Spd 10m; VP/WP 75/14; Atk +12/+7 melee (2d6+3, vibroblade) or +9/+4 ranged (3d8, crit 19-20, blaster rifle) or (3d6, blaster pistol) or (3d4, holdout blaster); SQ: Darkvision (20m), Illicit barter, better lucky than good, SV Fort +8, Ref +6, Will +3; SZ M; TP 3; Rep 3; Str 17, Dex 13, Con 14, Int 11, Wis 10, Cha 12. Challenge Code: C. Equipment: Blaster pistol, blaster rifle, holdout blaster, vibroblade, explosive charges, tool kit, trenchcoat, goggles, medkit.

Skills: Astrogate +4, Computer Use +4, Craft (electronics) +3, Demolitions +7, Disable Device +3, Gather Information +6, Intimidate +5, Listen +3, Move Silently +4, Knowledge (organized crime) +5, Knowledge (Rebellion) +4, Pilot +8, Repair +4, Search +4, Spot +4, Treat Injury +5.

Feats: Armor Proficiency (light, medium, heavy), Cautious, Dodge, Far Shot, Improved Initiative, Mobility, Point-Blank Shot, Weapon Focus (vibroblade), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Skawn Bonduna: Male Twi'lek Frg 7; Init +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; WP/WP 51/14; Atk +6 melee (1d3+1, punch), or +7 ranged (3d6, blaster pistol); SQ Low-light vision, adaptive learning (Bluff, Sense Motive), barter, jury-rig +2, survival +2; SV Fort +8, Ref +6, Will +4; SZ M; FP 4; Rep 5; Str 12, Dex 15, Con 14, Int 15, Wis 14, Cha 17. Challenge Code: B.

Equipment: Blaster pistol, soundcaster, tool kit.

Skills: Bluff +10, Craft (music) +9, Entertain (soundcaster) +8, Entertain (sing) +8, Gather Information +7, Intimidate +7, Knowledge (government) +9, Knowledge (music) +8, Listen +8, Pilot +4, Read/Write Basic, Read/Write Ryl, Search +9, Sense Motive +10, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Spot +9, Survival +6.

Feats: Alertness, Fame, Persuasive, Sharp-Eyed, Weapon Group Proficiency (simple weapons, blaster pistols).

30,000
CREDITS



SKAWN BONDUNA

Skawn Bonduna

Imperial Posting

Disintegration

Reward: 30,000 credits

Skawn Bonduna was a rising teenage star in the later years of the Old Republic. Even though he often graced the holovid and enjoyed a successful string of popular recordings at a very young age, Skawn never neglected his studies. In fact, he could have been a successful attorney or governor, as proven by his test results and academic success. Unfortunately, the glamour would turn this teen heartthrob into a pompous, arrogant whiner.

Skawn's band, at the time Palpatine declared himself Emperor, went by the name Sonic Free. They rebelled against the laws restricting their performances and censoring their recordings. The official charge claimed they manipulated beings through

their words, placing innocent citizens of the Empire in danger of succumbing to Rebel propaganda.

The members of Sonic Free—except for their lead performer—were arrested ten years ago. Most of the band members died in a prison brawl before their arraignments were scheduled. Skawn avoided capture, and has been travelling across the galaxy using assumed names and earning a pittance performing in just about every two-bit, out-of-the-way casino, cantina, and cruise liner in the Outer Rim.

Two weeks ago, Skawn was identified in a chance encounter aboard a luxury liner that travelled a little too close to the Mid Rim for Skawn's tastes. He denied that he was indeed Skawn Bonduna, but word leaked out. This is an old posting, but the Empire's creds are still good.

Core Worlds. Though it was registered to private citizen in the Corporate Sector, the freighter actually belonged to the Empire. Whether Reosss was aware of this fact or not is unknown, though it is believed he was tipped off about this particular shipment by someone who hoped it would be damaging to the Imperial war machine.

The attack happened as Reosss planned. In retribution, the Empire seized the Clan's ships and destroyed their base of operations. The Clan members who didn't die fighting were arrested. Reosss was mysteriously missing, perhaps tipped off by the same contact that he was about to become very popular. It wasn't until Clan Leader Cloone was interrogated that the Empire learned the Winnards were unaware of the freighter's true ownership.

The Winnard Clan has since rebuilt, but their skirmish with the Empire left them short on resources. The Winnards have just now collected the funds to post a bounty on Reosss, who has not been spotted since shortly after the incident. It is suspected that he is now—and may have always been—working for the Rebellion.

Traggissk Reosss is a tall, stout Trandoshan. According to his former comrades, he's got no regard for authority, except his own.

BOUNTIES TO DIE FOR

10,000

CREDITS



Scranton Toon: Male Rodian; **Frg** 2/**Sci** 2/**Sol** 2; **Init** +7 (Dex, Improved Initiative); **Def** 20 (+7 Class, +3 Dex); **Spd** 10m; **VY/WP** 42/13; **Atk** +6 melee (2d6, +3 vibroblade), or +7 ranged (3d8, crit 19-20, blaster rifle); **SQ** illicit barter, better lucky than good, barter; **SV Fort** +7, **Ref** +8, **Will** +1; **SZ** M; **FP** 4; **Rep** 1; **Sfr** 14, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 11. **Challenge Code:** B.

Equipment: Blaster rifle, power packs (3), vibroblade, flight suit, goggles, modified Incom Shock Hauler 33 (Goonga Munt Goonga).

Skills: Appraise +5, Astrogate +5, Bluff +3, Climb +6, Computer Use +6, Disable Device +6, Gather Information +3, Hide +6, Knowledge (organized crime) +6, Knowledge (spacer lore) +6, Knowledge (streetwise) +5, Listen +8, Move Silently +7, Pilot +9, Profession (merchant) +4, Repair +6, Ride +7, Search +7, Speak Basic, Speak Rodese, Spot +7, Survival +3, Swim +5.

Feats: Alertness, Armor Proficiency (light), Improved Initiative, Skill Emphasis (Pilot), Starship Operations (starfighters), Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Scranton Toon

Independent Posting

(Contracted by Servid Norm)

Dead or Alive

Reward: 10,000 credits

Both Servid Norm and Plook Hartar are leaders of separate pirate factions operating all over the Outer Rim. Both have huge egos, and confidence in their number one starfighter aces. They have made a sizeable wager—60,000 credits—on how quickly each one's best pilot can go all the way around the galaxy. The race started earlier today. Plook Hartar is sponsoring Scranton Toon, a competent Rodian starfighter pilot. Servid Norm is sponsoring his brother, Harrid Norm.

The route for the race is as follows: It starts on Tynna, and each pilot must obtain a docking permit from Bothawui, Nal Hutta, Mon Calamari, Almania, Ord Mantell, Fondor, and Bespin. The winner is the first to land in Mos Eisley Spaceport on Tatooine.

Apparently Servid would rather pay a third of the winnings to guarantee victory than pay in full if he loses. Plook is either confident Toon will win, or he can't afford to up the ante to place a contract on Harrid Norm.

The customer has requested you make every reasonable attempt to capture the target alive. He doesn't want there to be any hard feelings between himself and Hartar. If you can manage to bring Toon in alive, Servid will double the reward. What a guy.

This isn't a terribly difficult job, since you'll know where to find the target. You can expect a lot of competition for this one, especially waiting in ambush at each destination. If you capture Toon alive, the difficult part will be keeping him that way until delivery. There are plenty of bounty hunters who won't think twice about vying you for 10,000 credits.

Toon has been with Plook most of his professional career as a pirate. For a mercenary he's pretty laid back, without compromising his arrogant fly-boy image. He lost an eye in a swoop wreck when he was eighteen. Though he's had it cybernetically replaced, Toon wears a decorative eye-patch which doesn't obstruct his cybereye's photoreceptors.

Goonga Munt Goonga

Craft: Modified Incom Shock Hauler 33; **Class:** Starfighter; **Cost:** Not Available for Sale; **Size:** Tiny (14.5 m long); **Crew:** 1 (unique); **Passengers:** None; **Cargo Capacity:** 70 kg; **Consumables:** 4 days; **Hyperdrive:** x3/4; **Maximum Speed:** Ramming; **Defense:** 34 (+3 size, +12 armor); **Shield Points:** 40; **Hull Points:** 120; **DR:** 5.

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +6 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 fire-linked; 3 missiles each); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +6 fire control); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

THE BATTLE OF HOTH

New Republic Officer Cadet Training

Transcript 00234.54

General Blake

Historical Battles

Briefing: Hoth

Begin Hologrid Briefing

>>>>>>

On your display is hologrid from one of the Alliance's most crucial battles—the Battle of Hoth. The importance of this engagement is often overlooked. After all, the Empire won a significant victory even though many fled to safety. It was a losing battle from the start, and many good sentients died. This lecture could easily be named Hoth: Our Greatest Loss.

I, however, believe the Battle of Hoth was our finest hour. To this day my chest swells with pride as I recall the cheer that went up through the south hangar when we knew the first transport was safely away.

The Battle of Hoth showed the Emperor that even in the face of terrible odds, the Rebellion stood in unity and defiance. It was proved that no military might, no matter how much larger or better equipped, could break the indomitable spirit of the Rebellion.

Today some of you will assume the role of Alliance General Carlist Rieekan; others, that of Imperial General Maximilian Veers. You will vie for control of Echo Base. I'm going to shake you up, things will be exploding around you, and you won't always know exactly what's going on. When the dust settles, you'll have a much greater understanding of the Alliance victory at the Battle of Hoth.

Now report to your stations; the simulation will begin shortly.

End Briefing

<<<<<<

AN EXCLUSIVE REBELLION ERA GAME

BY RYAN MILLER



"BATTLE OF HOTH" IS A GAME FOR 2 PLAYERS. ONE PLAYER COMMANDS THE REBELLIONS' ECHO BASE GARRISON, THE OTHER THE IMPERIAL BLIZZARD ASSAULT FORCE.

To play you'll need at least 2 six-sided dice. Printed on pages 53 and 54 are counters, which you can laminate then cut out or photocopy. If you photocopy these counters, be sure the front and back of the page line up, as counters are flipped over during game play.

"Battle of Hoth" can be played alone or used as a backdrop for a Rebellion era campaign. If the heroes are fighting in a unit represented by a counter, you can alternate between the rules presented below and the Star Wars Roleplaying Game rules to resolve combat with enemy units. If a hero's unit is damaged or destroyed, GMs are encouraged to use the RPG combat rules to resolve the effects of damage to heroes and equipment.

UNITS

The three types of units are:

Infantry: Each of these counters represents a platoon of infantry, such as Snowtroop-

ers or Echo Base Troopers. They have little firepower but have the ability to restore their strength.

Vehicle: Each of these counters represents a single vehicle, such as an AT-AT or Golan Laser Battery. They tend to be slow but pack a lot of firepower.

Air: Each of these counters represents a single flying unit, like a T-47 Snowspeeder or Probe Droid. They are fast, maneuverable, and can close with the enemy quickly.

ANATOMY OF A UNIT COUNTER

A two-sided counter represents each unit in the game. The front is an undamaged unit, with symbols and numbers showing its abilities. At the beginning of the game, all units are undamaged. When a unit is damaged, flip it over. There's another, less powerful set of these same abilities on the back of each counter.



GETTING STARTED

"Battle of Hoth" has three different missions. Start with Mission 1: "There's a good bet the Empire knows we're here," and fight your way through to Mission 3: "Prepare for ground assault."

Each mission details how many of each type of unit each player uses. A mission also specifies which player places units first and where they can be placed. When placing a unit in a hex, make sure the unit faces one of the hex's six sides. More than one unit cannot start the game in the same hex.

Once both sides have placed their units, it's time to play!

PLAYING THE GAME

During each mission, players take turns moving and fighting with their units. Each player's turn has two phases that follow a sequence of steps. You must complete all the steps in order before moving on to the next one. The turn sequence is as follows:

COMMAND PHASE

1. **March.** Each unit with the MARCH ability may move one hex forward. Marching units are not required to move.
2. **Command Roll.** Roll two dice; the highest roll is how many command points you get this turn. If you roll doubles, only one die counts, but you also gain the benefit of an event (see the Event Table).
3. **Issue Commands.** Spend command points to move your units (see Movement below). If you have a damaged infantry unit, you can spend 1 command point to use its RALLY ability, flipping it back to its undamaged side. If you have any reinforcement units, you can spend 1 command point to put one in play in your deployment zone.

Anatomy of a Unit Counter

SPEED: A unit can move forward up to this number of hexes for each command point you spend to move it.

ARMOR: If a unit is hit, roll a die; if the die result is more than the unit's armor, it's damaged. Flip it over.

FIREPOWER: Roll this many dice when a unit shoots.



ABILITIES: A unit's special abilities are listed here as a reminder. See Abilities below.

FACING: This arrow tells you which hex side a unit is facing.

Type: A = air
I = Infantry
V = vehicle

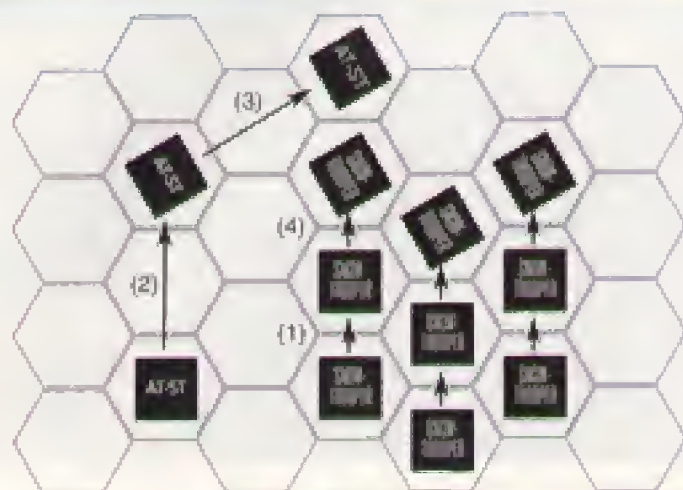
When a unit is damaged, flip it over.



THE BATTLE OF HOTH

Event Table

- 1 "Great shot!" Destroy an enemy unit within 3 hexes of one of your units, even if that unit is undamaged.
- 2 Cunning plan. You have 7 command points this turn instead of 2.
- 3 Charge! Your wounded Infantry RALLY. Your Infantry can MARCH again this turn.
- 4 Take the Initiative. Skip Step 5: Return Fire! this turn.
- 5 Reinforcements. Place up to 2 Infantry units on your edge of the map. If you have no more Infantry units, no effect.
- 6 "...Steady..." All your units get a bonus (+) to shooting this turn.



SHOOTING PHASE

4. Fire! Each of your units can shoot at a unit up to three hexes away.
5. Return Fire! Opponent's units shoot. Your opponent's T-47 Snowspeeders can use their HARPOON ability, and his or her Probe Droids can SELF-DESTRUCT.

Players alternate taking turns until one side is victorious.

EVENTS

If you roll doubles when making your command roll, you gain the benefit of an event in addition to command points. For

instance, if you roll two 1s, you have 1 command point and choose one enemy unit to be destroyed ("Great shot!").

MOVEMENT

For 1 command point you can move a unit forward a number of hexes up to its SPEED (the number in the lower right-hand corner of its counter) and turn it to face any side of its new hex. Units with a SPEED of 0 can turn by spending 1 command point, and a unit can move 0 hexes if you wish. The same unit can move any number of times in one turn.

A Sample Command Phase

Matt has 3 Snowtroopers and 1 AT-ST. (1) Matt's Snowtroopers MARCH, moving forward 1 hex. Matt's command roll is a 2 and a 5. He gets 5 command points. (2) The AT-ST has a SPEED of 2; he spends 1 command point to move the AT-ST 2 hexes and chooses which hex side he wants it to face. (3) It's not quite where he wants it, so he spends another command point to move it another 2 hexes. (4) He spends his remaining 3 command points to move each Snowtrooper 1 hex, and chooses which hex side each faces.



STACKING

In some cases, more than one unit can occupy the same hex. Units cannot, however, shoot at other units in the same hex.

Air: Air units can move into a hex occupied by any number of other units.

Infantry: Infantry units can move into a hex occupied by air units.

Vehicle: Vehicle units cannot move into a hex occupied by other vehicle units.

If a vehicle moves into a hex occupied by an infantry unit, the infantry unit is overrun; the infantry unit moves back 1 hex and is damaged. (If the unit is already damaged, it is not destroyed.) If the unit cannot move into that hex, the player who controls that unit moves it 1 hex in any direction. If an overrun unit cannot move into any hexes, it is destroyed.

Shooting

During Step 4: Fire! and Step 5: Return Fire! units may shoot at enemy units up to 3 hexes away. A unit may only shoot at another unit that's in its fire arc (see diagram). A unit's FIREPOWER is the number of dice you roll when shooting.

Each roll of 4, 5, or 6 is a hit. Roll another die for each hit. Each die result that is greater than the target's ARMOR damages the unit. The first time a unit is damaged, flip it over; its counter will remind you that it is damaged. If a damaged unit is damaged again, it is destroyed; remove it from playing surface. A unit that is damaged twice in a single attack is destroyed.

BONUSES AND PENALTIES

Several circumstances in "Battle of Hoth" can give a unit a bonus (+) or a penalty (-). If a unit has one bonus (+), reroll all of that unit's missed shots once. If a



(1) (4, 6)

(2) (2, 5)

(3) (6)

Matt's AT-ST shoots, but suffers a penalty (-), so it must reroll both hits. One of the new rolls is a hit, so Matt rolls one die for damage.

A Sample Shooting Phase

Matt's Imperial units are now in range to fire at some of Jason's Alliance units. (1) Matt's AT-ST (FIREPOWER 2) rolls two dice when shooting, and gets a 4 and a 6. Because the target is 3 hexes away, the AT-ST suffers a penalty for this shot; Matt must pick up all the dice that hit and roll them again. Both 4 and 6 are a hit; (2) rolling them again results in a 2 and 5. This time only one die hits. Matt rolls one die for damage. Jason's Golan Laser Battery has an ARMOR of 3. (3) Matt rolls a 6; the Alliance unit is damaged, and is flipped over.

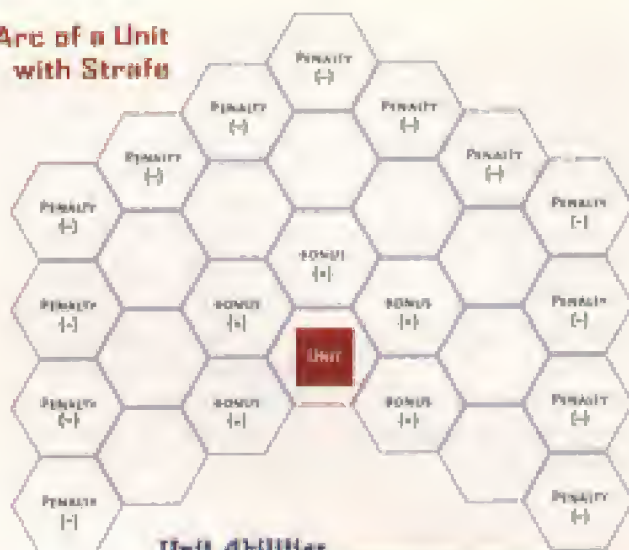


THE BATTLE OF HOTH

Fire Arc



Fire Arc of a Unit with Strafe



Unit Abilities

unit has two bonuses (+ +), reroll all missed shots twice. If a unit has a penalty (-), you must reroll all of that unit's hit shots once. Two penalties (- -) require you to reroll all that unit's hit shots twice.

There's no limit to the number of bonuses or penalties a unit can have. If a unit has a penalty and a bonus on the same shot, each cancels the other. For example, a unit has two bonuses (+ +) and one penalty (-); the penalty cancels one of the bonuses; the unit has a total of one bonus (+).

Bonuses and Penalties

- + Target unit is in an adjacent hex
- + Shooting unit is a HERO
- Target unit is 3 hexes away
- Target unit has HEAVY ARMOR
- Target unit is an air unit

ABILITIES

Some units have one or more abilities. Some gain or loss abilities when damaged, so take note of any changes to a unit if it becomes damaged.

A

AGILE: This unit can move into any adjacent hex regardless of which way it's facing.

H

HARPOON: If this unit occupies the same hex as an AT-AT, it can follow the AT-AT when it moves. During Step 5: Return Fire! of your opponent's turn, this unit can automatically destroy an AT-AT that occupies the same hex; no die roll is required.

HA

HEAVY ARMOR: Units shooting at this unit suffer a penalty (-).

HR

HERO: This unit gains a bonus (+) when shooting.

L

LUMBERING: After this unit moves, it may only change its facing by one hex side.

MP

MAX POWER: This unit can change its FIREPOWER to 1 to reduce the target's ARMOR for this shot. If the unit's FIREPOWER is normally 2, reduce the target's ARMOR by 1. If FIREPOWER is normally 3, reduce ARMOR by 2.

M

MARCH: During Step 1: March, this unit can move forward 1 hex. This movement does not cost a command point.

R

RALLY: If this unit is damaged, you can spend 1 command point to restore it to its undamaged side during Step 3: Issue Commands on your turn.

SD

SELF-DESTRUCT: If this unit occupies the same hex as an infantry unit, it can follow that unit when it moves. During Step 5: Return Fire! of your opponent's turn, this unit can automatically destroy itself and an infantry unit that occupies the same hex; no die roll is required.

S

STRAFE: This unit can shoot at any unit except those directly behind it (see Fire Arcs diagram above).

T

TURRET: This unit has no facing; it can shoot at any target within 3 hexes.





Missions

MISSION 1: "IT'S A GOOD BET THE EMPIRE KNOWS WE'RE HERE."

Incoming transmission from General Blake: "The morning of the battle, Captain Solo encountered an Imperial probe droid. In the initial encounter, the droid jammed Solo's transmission and tried to eliminate him and his companion to conceal its presence. Shots were fired, and though the probe droid self-destructed it failed to take out Solo. Will you be so lucky?"

Alliance: Han's Tauntaun
4 Tauntaun Scouts

Imperial: 6 Probe Droids

Setup: The Alliance player places units first, within 3 hexes of the Alliance map edge. The Imperial player then places units anywhere on the map. There must be at least 3 hexes between each Probe Droid, and 6 hexes between Imperial and Alliance units.

Objectives: The Alliance player must move at least 3 units off of the Imperial side of the map. The Imperial player must destroy at least 3 Alliance units.

MISSION 2: "OUR FIRST CATCH OF THE DAY."
Incoming transmission from General Blake: "Captain Solo's warning came just in time. Soon after, several Imperial Star Destroyers were detected coming out of hyperspace in the Hoth system. The energy shield was

Mission 1



Mission 2



THE BATTLE OF HOTH

Mission 3

raised to protect Echo Base from orbital bombardment, but a surface attack was inevitable. The Empire deployed an advanced scout unit in hopes of catching us off guard. We sent a detachment to slow them down on the open ice plains, in hopes of softening the main attack and buy time for the transports."

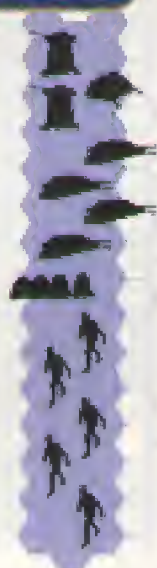
Alliance: 2 Snowspeeder
2 Tauntaun Scouts
4 Echo Base Troopers

Imperial: 1 AT-AT
3 AT-ST
4 Snowtroopers

Setup: Whichever side failed Mission 1 places units first and takes the first turn. Both sides may only place units within 3 hexes of their side of the map.

Objectives: The mission ends when there are no Imperial units left on the map. The Imperial player must move as many of his or her units off of the Alliance side of the map as possible.

Special: If the Alliance lost Mission 1, then they will not be warned of the attack. In this case, only the 2 Tauntaun Scouts are deployed at the beginning of the mission. During each of the Alliance player's command phases, he or she may spend 1 com-



mand point per unit to place those remaining undeployed from Setup in the Alliance deployment zone.

MISSION 3: "PREPARE FOR GROUND ASSAULT."
Incoming transmission from General Blake: "It was only a matter of time before an all-out assault reached Echo Base...only a matter of time. It all came down to buying enough time to evacuate the base. If the Main Power Generators were destroyed before the evacuation was complete, orbital bombardment would have been inevitable. Faced with such overwhelming odds, retreat was our only option."

Alliance: 5 Echo Base Troopers
1 Luke's Snowspeeder



4 T-47 Snowspeeder
2 Golan Laser Battery
1 Main Power Generator

Imperial: All units not destroyed in Mission 2
1 General Veer's AT-AT
2 AT-AT
3 AT-ST
6 Snowtroopers
3 Probe Droid

Setup: The Alliance player places units first, within 3 hexes of the Alliance side of the map. The Main Power Generators must be placed in the center of the Alliance's side. The Imperial player places units on the edge of the Imperial side of the map, and takes the first turn.

Objectives: The Imperial player wins if the Main Power Generators are destroyed. If the Main Power Generators have not been destroyed by the end of the Alliance player's 15th turn, the Rebel player

INCOMING TRANSMISSION FROM GENERAL BLAKE:
"Well done. Never forget; the lessons learned today were written in the blood of those who came before you. It will be your duty, as an officer of the New Republic, to pass these lessons on. That is all. May the Force be with you."



ECHO BASE TROOPER S1 L2 F1	TAUN-TAUN SCOUT S2 L2 F1	T-47 SNOWSPEEDER S3 L2 F2	COLAN LASER BATTERY S0 L3 F2	SNOWTROOPER S1 L2 F1	SNOWTROOPER S1 L2 F1	AT-AT S0 L4 F3	AT-ST S2 L3 F2
ECHO BASE TROOPER S1 L2 F1	TAUN-TAUN SCOUT S2 L2 F1	T-47 SNOWSPEEDER S3 L2 F2	COLAN LASER BATTERY S0 L3 F2	SNOWTROOPER S1 L2 F1	SNOWTROOPER S1 L2 F1	AT-AT S0 L4 F3	AT-ST S2 L3 F2
ECHO BASE TROOPER S1 L2 F1	TAUN-TAUN SCOUT S2 L2 F1	T-47 SNOWSPEEDER S3 L2 F2	SNOWTROOPER S1 L2 F1	SNOWTROOPER S1 L2 F1	PROBE DROID S2 L2 F1	AT-AT S0 L4 F3	AT-ST S2 L3 F2
ECHO BASE TROOPER S1 L2 F1	TAUN-TAUN SCOUT S2 L2 F1	MAIN POWER GENERATOR S0 L3 F0	SNOWTROOPER S1 L2 F1	SNOWTROOPER S1 L2 F1	PROBE DROID S2 L2 F1	AT-ST S2 L3 F2	AT-ST S2 L3 F2
ECHO BASE TROOPER S1 L2 F1	MAN 'S TAUN-TAUN S2 L2 F1	LIKE'S SNOWSPEEDER S3 L2 F2	SNOWTROOPER S1 L2 F1	SNOWTROOPER S1 L2 F1	PROBE DROID S2 L2 F1	AT-ST S2 L3 F2	GENERAL WEE'S AT-AT S0 L4 F3

REBEL ALLIANCE REFERENCE CARD

Command Phase

1. MARCH
2. COMMAND ROLL
3. ISSUE COMMANDS

Bonuses and Penalties

- Target unit is in an adjacent hex.
- Shooting unit is a HERO.
- Target unit is 3 hexes away.
- Target unit has HEAVY ARMOR.
- Target unit is an air unit.

Unit Abilities

- AGILE
- HARBOR
- HEAVY ARMOR
- HERO
- LUMBERING
- MARCH
- MAX POWER
- RALLY
- SELF-DESTRUCT
- STRIKE
- TURNED

Event Table d6 Event

1. "Great shot!" Destroy an enemy unit within 3 hexes of one of your units, even if that unit is undamaged.
2. Turning plan. You have 3 command points this turn instead of 1.
3. Charge! Your wounded infantry RALLY. Your infantry can MARCH again this turn.
4. Take the initiative. Skip Steps 3, Return Fire! this turn.
5. Reinforcements. Place up to 3 infantry units on your edge of the map. (If you have no more infantry units, no effect.)
6. "...Steady..." All your units get a bonus (+) to shooting this turn.

EMPIRE REFERENCE CARD

Command Phase

1. MARCH
2. COMMAND ROLL
3. ISSUE COMMANDS

Bonuses and Penalties

- Target unit is in an adjacent hex.
- Shooting unit is a HERO.
- Target unit is 3 hexes away.
- Target unit has HEAVY ARMOR.
- Target unit is an air unit.

Shooting Phase

4. FIRE!
5. RETURN FIRE!

Unit Abilities

- AGILE
- HARBOR
- HEAVY ARMOR
- HERO
- LUMBERING
- MARCH
- MAX POWER
- RALLY
- SELF-DESTRUCT
- STRIKE
- TURNED

Event Table d6 Event

1. "Great shot!" Destroy an enemy unit within 3 hexes of one of your units, even if that unit is undamaged.
2. Turning plan. You have 3 command points this turn instead of 1.
3. Charge! Your wounded infantry RALLY. Your infantry can MARCH again this turn.
4. Take the initiative. Skip Steps 3, Return Fire! this turn.
5. Reinforcements. Place up to 3 infantry units on your edge of the map. (If you have no more infantry units, no effect.)
6. "...Steady..." All your units get a bonus (+) to shooting this turn.

THE BATTLE OF HOTH






AT-ST	AT-AT	SNOWTROOPER	SNOWTROOPER	BLAN LASER BATTERY	T-47 SNOWSPEEDER	TAUN-TAUN SCOUT	ECHO BASE TROOPER
3/1 4/2 H	3/0 4/3 F/2	3/0 4/2 F/0	3/0 4/2 F/0	3/0 4/2 H	3/2 4/1 V H	3/0 4/2 F/0	3/0 4/2 F/0
AT-ST	AT-AT	SNOWTROOPER	SNOWTROOPER	BLAN LASER BATTERY	T-47 SNOWSPEEDER	TAUN-TAUN SCOUT	ECHO BASE TROOPER
3/1 4/2 H	3/0 4/3 F/2	3/0 4/2 F/0	3/0 4/2 F/0	3/0 4/2 H	3/2 4/1 V H	3/0 4/2 F/0	3/0 4/2 F/0
AT-ST	AT-AT	PROBE DROID	SNOWTROOPER	SNOWTROOPER	T-47 SNOWSPEEDER	TAUN-TAUN SCOUT	ECHO BASE TROOPER
3/1 4/2 H	3/0 4/3 F/2	3/1 4/1 F/0	3/0 4/2 F/0	3/0 4/2 F/0	3/2 4/1 H	3/0 4/2 F/0	3/0 4/2 F/0
AT-ST	AT-ST	PROBE DROID	SNOWTROOPER	SNOWTROOPER	HAN POWER GENERATORS	TAUN-TAUN SCOUT	ECHO BASE TROOPER
3/1 4/2 H	3/1 4/2 H	3/1 4/1 F/0	3/0 4/2 F/0	3/0 4/2 F/0	3/0 4/2 F/0	3/0 4/2 F/0	3/0 4/2 F/0
GENERAL VEER'S AT-AT	AT-ST	PROBE DROID	SNOWTROOPER	SNOWTROOPER	LUKE'S SNOWSPEEDER	HAN'S TAUN-TAUN	ECHO BASE TROOPER
3/0 4/3 F/2	3/1 4/2 H	3/1 4/1 F/0	3/0 4/2 F/0	3/0 4/2 F/0	3/2 4/1 H	3/0 4/2 F/0	3/0 4/2 F/0

EMPIRE REFERENCE CARD





Unit SPEED ARMOR FIREPOWER
(STANDARD/DAMAGED)

ALLIANCE

Echo Base

	Trooper	1/0	2/2	1/0
	Tauntaun	2/0	2/2	1/0
	Snowspeeder	3/2	2/1	2/1
	Laser Battery	0/0	3/2	2/1
	Generators	0/0	3/2	0/0

EMPIRE






	Snowtrooper	1/0	2/2	1/0
	Probe Droid	2/1	2/1	1/0
	AT-ST	2/1	3/2	2/1
	AT-AT	0/0	4/3	3/2

ALLIANCE REFERENCE CARD





Unit SPEED ARMOR FIREPOWER
(STANDARD/DAMAGED)

ALLIANCE

Echo Base

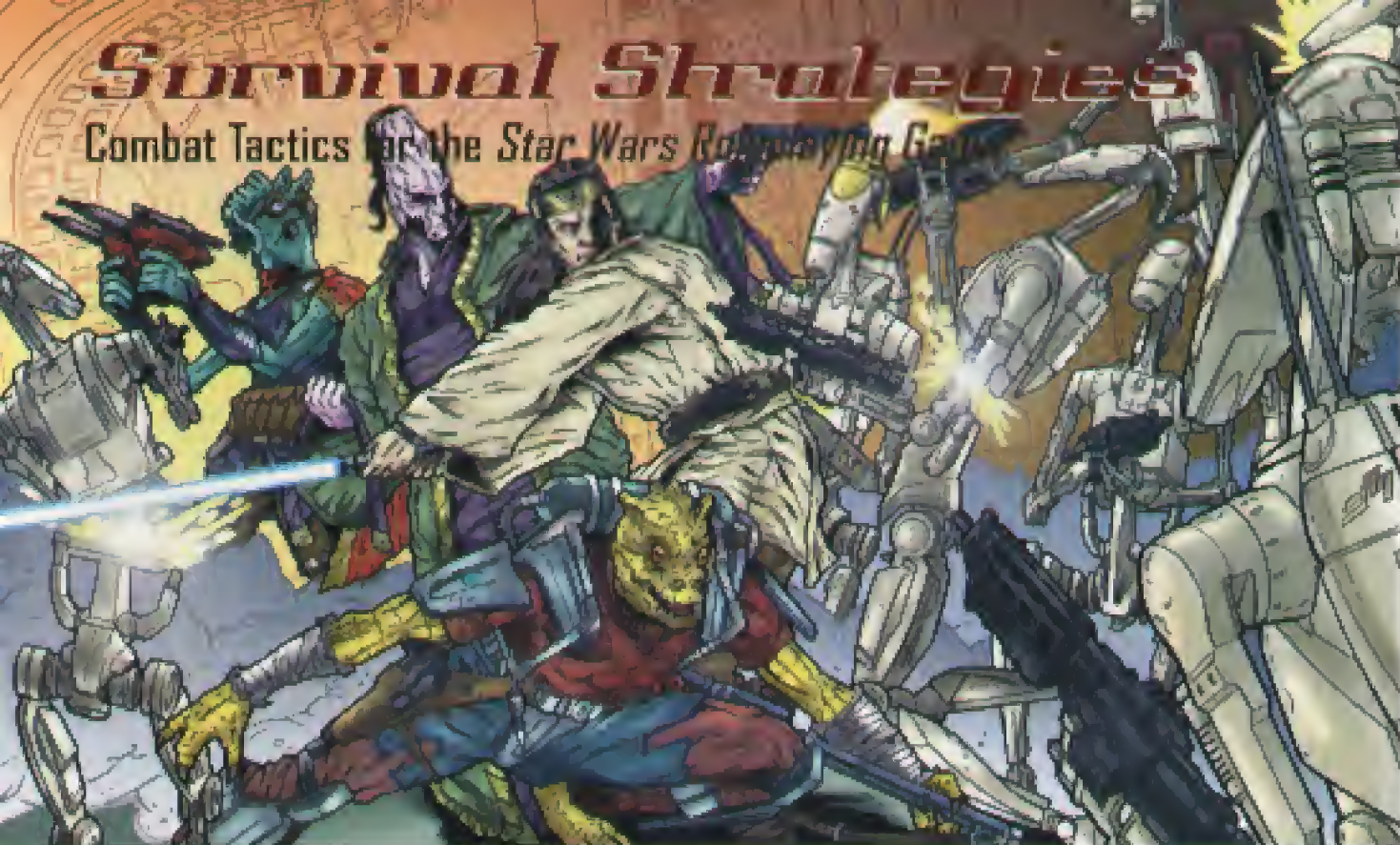
	Trooper	1/0	2/2	1/0
	Tauntaun	2/0	2/2	1/0
	Snowspeeder	3/2	2/1	2/1
	Laser Battery	0/0	3/2	2/1
	Generators	0/0	3/2	0/0

EMPIRE

	Snowtrooper	1/0	2/2	1/0
	Probe Droid	2/1	2/1	1/0
	AT-ST	2/1	3/2	2/1
	AT-AT	0/0	4/3	3/2

Survival Strategies

Combat Tactics for the Star Wars Roleplaying Game



BY STEPHEN SCHUBERT

ILLUSTRATED BY JOE CORRONEY • DIAGRAMS BY COREY D. MACDUREK

THE STAR WARS ROLEPLAYING GAME OFFERS LIMITLESS POTENTIAL FOR ROLEPLAYING OPPORTUNITIES. MANY CHALLENGES CAN BE OVERCOME BY DIPLOMACY, BRIBERY, BOLD-FACED LIES, AND OTHER NON-AGGRESSIVE MEANS. SOMETIMES, HOWEVER, COMBAT IS UNAVOIDABLE.

„And So It Begins..“

When battle is imminent, it is best to be prepared. Every bonus can mean the difference between life and death, if there's time before the battle begins, the heroes should ready their weapons and get into position. Force-users and nobles can use this time to enhance the abilities of their comrades. Force Mind can be used to increase Dexterity, giving all the Force-users' comrades a +1 to ranged attacks and Defense, or Constitution for some extra vitality. Nobles can spend up to thirty rounds (three minutes) saying a few words to inspire confidence, granting a further bonus to the other heroes' attacks, skill checks, and Will saves.

Vinto, Rodian scoundrel, ducks quickly into the small office on the edge of the warehouse, joining his three companions.

ions. "They're coming," he reports. "Twelve battle droids and some Huns. They're on the other side of the warehouse, maybe thirty meters from here. They're blocking the only way out!"

"Be calm," advises Mynock, Human Jedi consular. "It appears that our only recourse is to fight our way out. We've planned for this contingency."

Weytsnik, Trandoshan soldier, eagerly swings his repeating blaster rifle into position and grins widely.

Pal-Han-Das, Cerean noble, draws his own blaster pistol, offering with a smirk, "These odds, they are not the worst we have faced, no?"

Mynock is already reaching out through the Force.

In the example above, Mynock uses Force Mind to enhance the Dexterity of his allies, which increases their Dex bonus by +1, in turn improving their ranged attacks and Defense. Pal-Han-Das tells a tale of past battles, inspiring confidence in his three companions for a +2 competence bonus to the others' attack, skill, and Will save bonuses. The total effect is +3 to ranged attacks, +2 to Will saves and skill checks, and +1 to Defense.

Blast Him!

When engaged in a firefight the heroes can work together to maximize effectiveness. Though there's nothing wrong with each hero picking a target and firing, a little teamwork can be far more effective.

Heroes that are poorer shots can maximize their offense by assisting better shots. Combined fire adds +1 per hero assisting to the attack rolls of the aided hero. This bonus applies to all of that hero's attacks, so heroes with one average ranged attack can be more effective when assisting another hero with a higher attack bonus, longer range, better damage, and multiple attacks.



It's also best to take cover whenever possible, especially in ranged combat. Hiding behind a parked vehicle or around a corner can add up to a +7 cover bonus to Defense. Fighting defensively adds an additional +2 dodge bonus to Defense at the expense of a -4 penalty to attack. The best times to fight defensively are: when there is already a good chance of hitting; when a natural 20 is needed to hit anyway; or when no attack roll is required.

The four move quietly out of hiding and take cover behind some crates near the warehouse's office. Battle droids are visible guarding the main entrance 26 meters away. There's little cover between them and the droids. Vinto stomps off into the shadows along the left wall, while Wertsnik thumbs the switch on his light repeating blaster rifle to autofire.

Pai-Han-Das and Mynnic ready their blaster pistols. They're not the best shots, but they'll provide suppressing fire for the Transoshan's heavier weapon. Wertsnik gives a nod, and the three open up on the unsuspecting battle droids.

Mynnic and Pai-Han-Das fight defensively and combine their fire with the autofiring Wertsnik. The synergy bonus of combined fire stacks with the competence and Force bonuses already in effect. Wertsnik, with his autofire weapon, can take two additional shots at a total of +1 to his normal ranged attack bonuses. The combination of a +2 synergy bonus (combined fire), a +2 competence bonus (inspire confidence), and a +1 Force bonus (Force Mind) more than counteract the -4 autofire penalty.

Close Quarters

Once the distance of battle has closed to 10 meters, the heroes have more options. A few benefits include sneak attack damage, +1 attack and damage bonus with Point Blank Shot, and many Force skills unusable at longer ranges. It is also a good distance from which to throw grenades (4 meter range increment), and

for blaster pistols it's the maximum range for the stun setting (10 meter range increment). Attack actions such as charge and bantha rush are also limited by how far a hero can move.

Grenades are useful at 8 to 12 meters for stopping closely grouped opponents without damaging the grenadier. Force Push and Move Object can also disrupt multiple enemies for one or more rounds.

Incapacitating an enemy is risky to attempt, but when successful is a real time-saver. All but the most basic adversaries can absorb a few blaster shots, but a single shot set to stun can eliminate an enemy that fails his Fortitude save.

Weaker heroes should position themselves behind stronger ones, forcing the enemy to shoot past or move around the hero in front. Opponents without Mobility or a sufficient Tumble skill bonus will not be able to skip over a group's front rank in corridors or other tight spaces.

Heroes can use Move Silently and Hide to avoid being spotted until they are ready to join the fray. When attacking undetected they receive a +2 bonus for attacking from concealment. A hero with sneak attack deals more damage with a successful ranged attack within 10 meters whenever her opponent is denied its Dexterity bonus to Defense.

Six battle droids approach along the right side of the vacant warehouse, four more along the left near Vinto's hiding place.

"No good can come from this," mutters Mynnic. "I'll take care of these six, you two clear that doorway!"

The droids are ten meters away and closing. Mynnic smiles briefly then waves his outstretched hand, knocking three battle droids to the ground. Wasting no time at all, he reaches out again snatching the blaster rifles out of the three standing battle droids' hands.

Pai-Han-Das pins down the two battle droids blocking the exit while Wertsnik dismantles them with a withering barrage of blaster fire.

Meanwhile, Vinto uses the element of surprise to blast apart a nearby droid, then darts in between the remaining

three, careful to keep at least one droid between himself and the other battle droids.

Mynnic's Force Mastery feat allows him to use Force Push, normally a full-round action, as a free action to knock down three battle droids. He then, as a full-round action, uses Move Object to grab three items of less than 5kg: the blaster rifles of the three standing battle droids. Normally this would be a DC 14 task, but because the weapons are being held, the droids make a Strength check to oppose Mynnic's Move Object check.

Vinto's Hide skill check exceeds the battle droids' Spot result, allowing him to attack from concealment. This grants him a +2 bonus to hit and denies the droid its Dexterity bonus to Defense. This, in turn, enables Vinto to deal sneak attack damage, guaranteeing a killing blow with a successful attack. He then uses Tumble to move in between the remaining droids (DC 15), gaining a cover bonus from other ranged attacks and incurring a -4 penalty to be hit while in melee combat. The three battle droids adjacent to Vinto can only take a 2-meter step, preventing them from closing with Pai-Han-Das and Wertsnik this round. Though this opens Vinto up to flanking melee attacks by the battle droids, the potential damage is a fraction of what blaster rifles deal.

Hand-to-Hand

Relative position becomes vital as the distance of the conflict is reduced. As part of a group begins to engage in melee, some members may still be making ranged attacks. To avoid penalties for firing into melee, heroes can delay their action; either waiting for others to fire before closing in, or for a hero engaged in melee to move out before firing. Of course, heroes with Precise Shot have no penalties for firing into melee as long as their allies aren't providing cover.

Fixed gun emplacements, such as tripod-mounted heavy repeating blasters and E-web blaster cannons, can be extremely deadly due to their sheer power and range. Like any ranged weapon, they

HEROES GROUP

WERTSNIK
PAL-HAN-DAS
MYNNIK
VINTO
BATTLE DROID

OFFICE

cargo

cannot be fired while the operator is threatened. Take advantage of this by moving adjacent to foes that are using more powerful ranged weapons. Few melee attacks can match the destructive power of most ranged weapons.

Multiple heroes in melee can position themselves in a way that traps opponents, preventing a 2-meter adjustment that would allow them to fire. Heroes can position themselves on opposite sides of a tough opponent, granting the +2 flanking bonus, or fight back-to-back to reduce flanking opportunities for multiple enemies. Approaching an opponent from the side eliminates the chance of one hero blocking another hero's line of sight for ranged attacks.

Other maneuvers can force foes out of the combat for a round or two. A disarmed enemy must use a move action to pick up her weapon or draw another. A grappled opponent is unable to attack anyone outside the grapple. A tripped enemy must use a move action to stand, otherwise he suffers a -4 to melee attack rolls and melee attacks are at +4 to hit him while he is down.

Mynnik looks up just in time to see one of the Humans has just finished setting up a tripod-mounted heavy repeating blaster and is now drawing a bead on the Trandoshan. Mynnik ignites his

lightsaber and charges the gunner, landing a devastating blow and preventing him from taking a shot.

Vinto flips, dodges, and rolls from between the battle droids around him. Watching the two robed figures eager to join the fray, Vinto scores a lucky shot wounding one of the Dark Jedi.

Once Vinto's out of the way, Wertsnik takes out the last of the battle droids with a staggering burst of out-of-fire. Releasing his grip on the rifle, it drops to his side still slung across the Trandoshan's massive chest.

"Only five ones left," Wertsnik snarks, quickly draws his heavy blaster, and switches it to stun. He and Pal-Han-Das move out side-by-side, toward the last few opponents blocking the door.

The robed figures ignite their lightsabers and hustle to close in on Mynnik.

Mynnik charges the Human with the heavy repeating blaster, preventing him from firing the massive weapon while the

BATTLE DROID

HP: 10
AC: 10
AT: 10
ST: 10

consular threatens him. The Dark Jedi must double move to engage Mynnik, but cannot charge because the path between them is not a straight line.

Wertsnik and Pal-Han-Das delay their actions until the Rodian scoundrel is no longer engaged in melee combat with the remaining battle droids. Vinto Tumbles from behind the battle droids and fires at one of the Dark Jedi, rolling a natural 20. The scoundrel's player decides to use a Force point before rolling to confirm if this is a critical hit. The bonus from the Force die increases Vinto's chance of scoring a critical hit, which he does.

Once Vinto is out of the way, Wertsnik (still aided by the noble) is able to target the droids without risk of hitting his Rodian companion. Additionally, Pal-Han-Das holds two free actions—a 2-meter adjustment and switching his blaster to stun—until all the droids are defeated.

Wertsnik blasts the three unarmed battle droids, then performs a series of free actions: he drops his light repeating blaster rifle (which is slung over his shoulder for quick weapon swapping); he uses Quick Draw to draw his heavy blaster; he sets it to stun; and he speaks. The Cerean and Trandoshan 2-meter adjust towards the exit.

History!

When battle erupts, the best way to stay alive is to fight smart. A little luck (or the Force, depending on who you ask) doesn't hurt. Knowing the strengths and weaknesses of your hero, and those of the other heroes in your group, go a long way to making a successful team.

All that remains are the two Dark Jedi. Mynnik, weary from defending himself, tries to jump back, away from the dark-robed figures. Mynnik fails to maneuver past them, and readies his lightsaber for the inevitable flurry of blows. The darksiders grin, anxious to cut down the trapped Jedi.

Before the Dark Jedi can even raise their lightsabers each falls to the ground, stunned by several shots from Wertsnik and Pal-Han-Das.

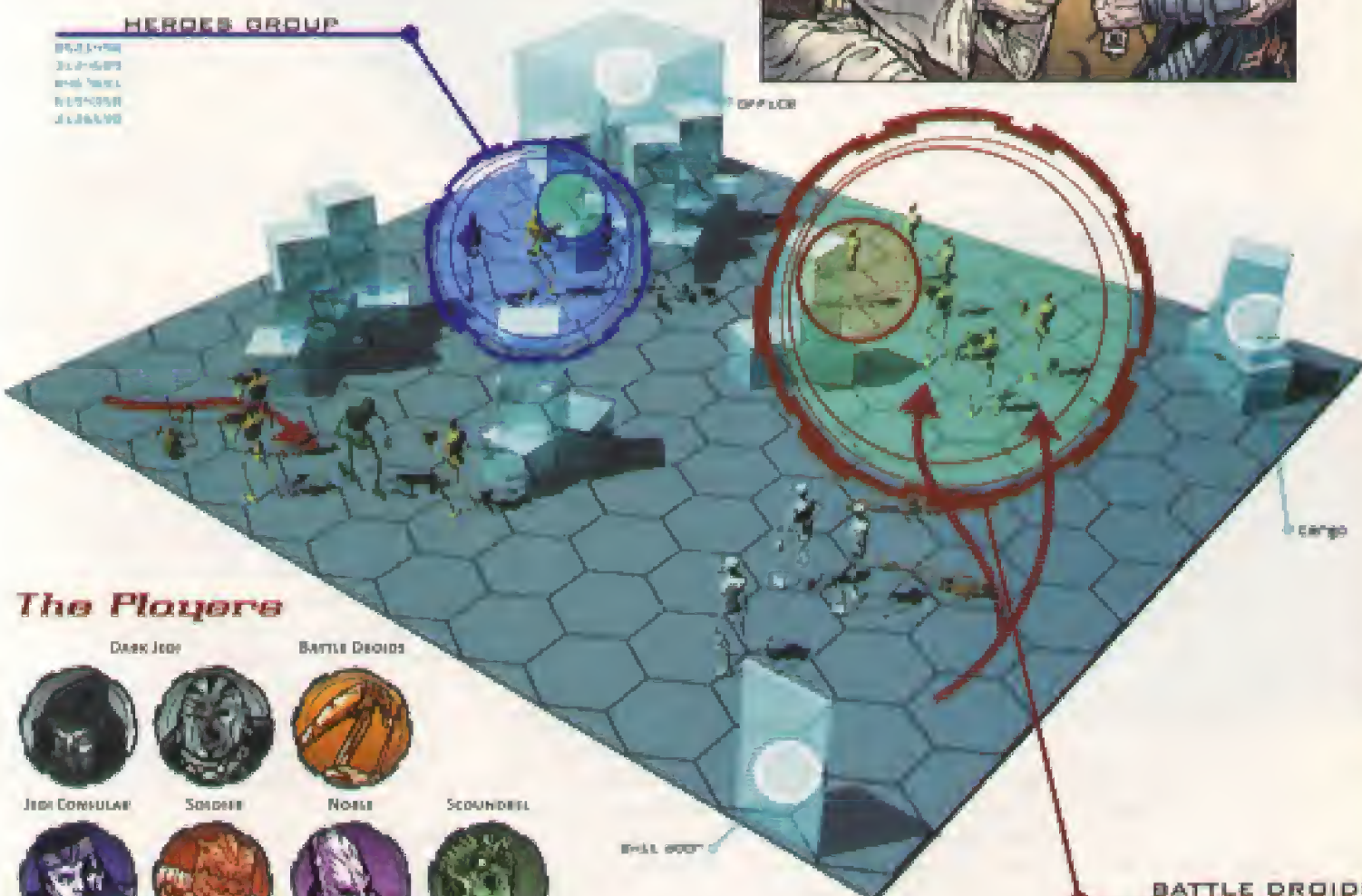
"Nice move," remarks Wato, as he dispatches the heavy weapon's operator with a blaster bolt.

Mynnik scowls as he deactivates his lightsaber, "Let's go."



HEROES GROUP

WATSON
PAL-HAN-DAS
WATSON
WATSON
WATSON



The Players

DARK JEDI

BATTLE DROIDS



JEDI CONSULAT

SOLDIER

NOBLE

SCOUNDREL



WALL GROUP

BATTLE DROIDS

TRIP-550
WATSON-10
WATSON-10
WATSON-10
WATSON-10

HEROES GROUP

Pal-Han-Das
Wernick
Mynnic
Vinto
Darth Vader

OFFICE

CORRIDOR

HUMAN

SKILL ROOM

CRIPPLED DUELIST

Mynnic attempts to Tumble away from the two Dark Jedi, giving the other heroes a chance to fire at them before becoming embroiled in a lightsaber duel. His Tumble check fails, forcing him to stop moving while still adjacent to one of the Dark Jedi. Additionally, he's decided to use the total defense option this round, making it impossible for him to attack.

Pal-Han-Das continues to aid Wernick, this time giving the Trandoshan a better chance of hitting both Dark Jedi with stun blasts from his more-powerful heavy blaster without risking a hit on Mynnic.

Once Mynnic moves away from the Human operating the blaster cannon, it can be fired again. Vinto takes a shot at the operator to prevent him from firing his devastating weapon.

Class Roles and Tactics

In the *Star Wars Roleplaying Game*, each hero class has strengths and weaknesses, depending on the situation at hand. Soldiers and Jedi guardians are best suited for battle, but the other six classes are on equal footing when it comes to combat. Players shouldn't feel restricted to playing their heroes by class stereotype; there are areas where heroes of each class excel:

FRINGER

The fringer is a very versatile hero. The fringer's bonus starting feat can be used to expand his weapon selection, or enhance his Defense. Adaptive learning allows him to learn skills such as Tumble, Move Silently, or Pilot.

NOBLE

The special ability inspire confidence is the noble's greatest strength. It's best used before combat, adding a bonus to all attack rolls and skill checks. Though the noble shoots as well as any non-soldier, his lower vitality die (d6) should be enough to encourage him to stay out of harm's way.

SCOUNDREL

The scoundrel excels at moving around the battlefield, using Tumble to get into position to sneak attack opponents. The high number of skill points at each level enables the scoundrel to diversify, taking ranks in skills effective in personnel combat, while also focusing on Pilot, Demolitions or other skills. Scoundrels also

DARK JEDI

~15,000-20,000
Force 6-7
Lightsaber 10
Blade 10-11
Dark 10-11

benefit from the highest base Defense bonus, along with Jedi guardians.

SCOUT

The scout is just as at home in the stars as on the ground. She can get a head start on space combat by selecting Starship Operations for her bonus 1st level feat, which is generally the most useful choice. She starts with a greater range of weapons to work with, as she is proficient with the heavier blaster rifles. She can also gain ranks of Move Silently and Hide easily, allowing her to strike from concealment. And with skill mastery every five levels, she can be very good at the skills she selects.

SOLDIER

The soldier fights. Bonus feats for the soldier allow him to either focus on one or two weapons, or learn a broad range of

fighting styles. His low Defense bonus encourages him to wear protective gear until about 10th level.

FOREER ADAPT

Armed with a blaster, the Force adept is just as accurate as the other classes. Combine that with the Force and she becomes very dangerous. Force skills, when used properly, can turn the tide of battle. She should be cautious, as using the Force drains vitality, making a firefight a bit more dangerous to the Force-user.

ДЕР. СОВЕТОВ

The consular can be a formidable warrior, wielding a lightsaber—an unequaled melee weapon as the Jedi's power increases. But the Force skills and feats avail-

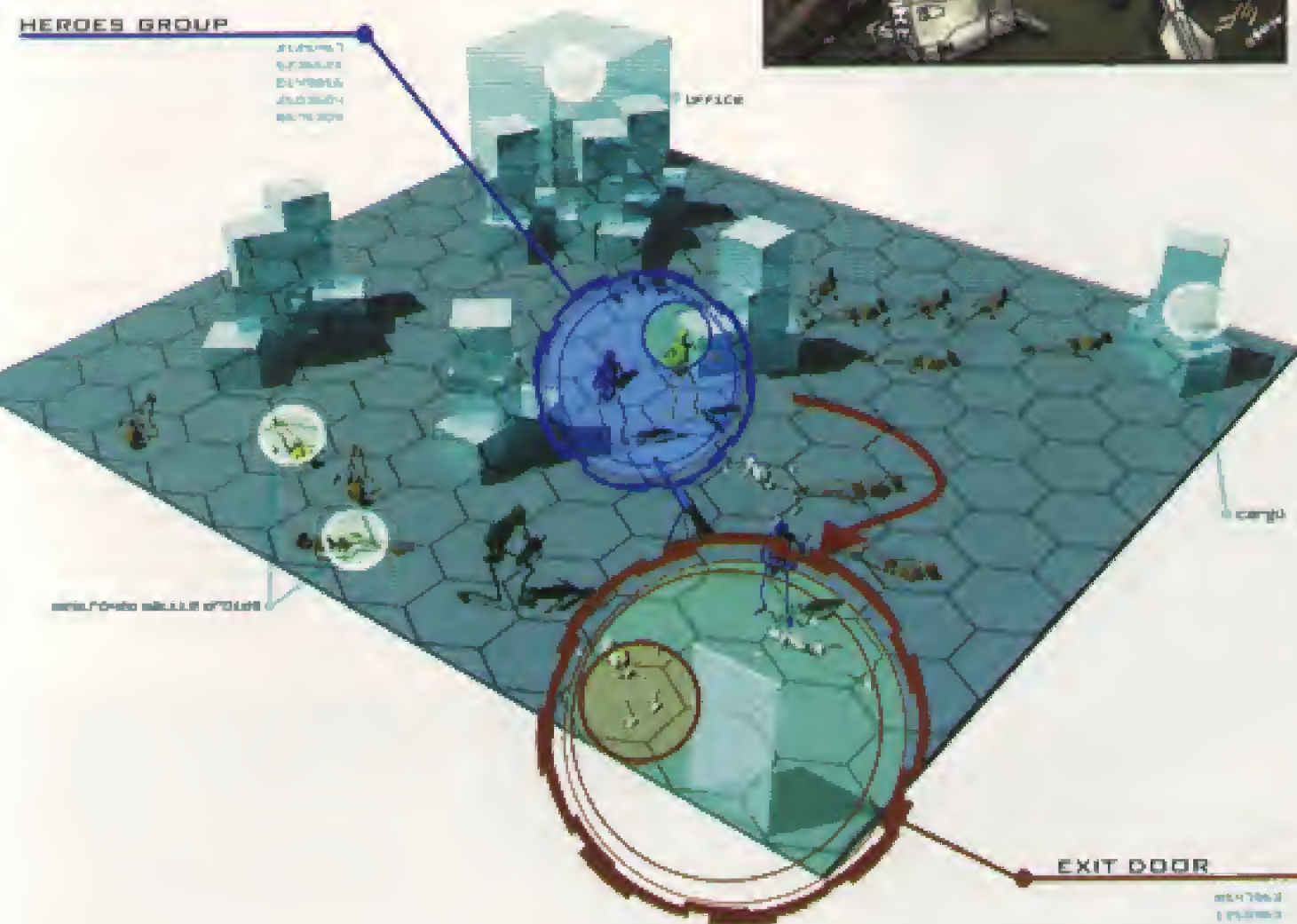
able can greatly enhance the consular and his comrades in combat on the ground or in space. Like the adept, the consular should be cautious that he does not expend all his energy. At higher levels, he can use the Heal Self skill with greater confidence thanks to his healing special ability.

JED: GUARDIAN

Another excellent fighting class, the Jedi guardian's already-formidable combat abilities are enhanced by Force skills. A Jedi guardian can gain skills and feats such as Battlemind or Throw Lightsaber, or can focus on complementary ones such as Tumble and Lightsaber Defense. The lightsaber, again, is the best weapon available when in the hands of the Jedi. **B**



HEROES GROUP



MODEL CITIZEN

The Death Star

BY H.G. WALLS

PHOTOGRAPHY BY NANETTE GUNDT



Here are three models that have been built based on sets from *Star Wars* Episode IV *A New Hope*. They've been strongly and simply constructed, avoiding delicate detail. This is to insure that nothing—not even the dark side—causes parts to break off in the middle of a gaming session. Simplifying allows you to eliminate features that increase construction time and have no function other than decorative. Limiting the color palette creates more

believable environments and makes the model easier to finish. In the case of the Death Star very few colors are necessary—everything on board is black, white, or gray, with splashes of red and a touch of blue.

Since each model has been designed for use as RPG items in 28mm scale, all the flooring would be laid out in a 1" x 1" grid pattern for game play. To make sure that all models fit together seamlessly, each one's length and width is in 1" increments.

Docking Bay Control Room

Building the docking bay control room begins with the main console. In the movie, the console is circular, which would be tedious to duplicate. Creating the main console with a right angle desktop, one side 3" long and the other 4", simplifies this design. The plastic casing of an old answering machine provides the perfect console with lots of interesting detail, including a reinforcing rib that's ideal for the countertop. A 1/4"-wide strip of plastic added to the back wall delineates where the broad red stripe will be painted later. Plastic window frames cut from model railroad kits and glued to the walls represent computer screens. A model railroad fuel pump, cut down and





glued to the top of what looks like a pedestal, simulates a swivelling computer monitor. Cases of miniature soda bottles and model tank treads work perfectly as console controls. Intriguing pieces from various military, science fiction, and railroad model kits applied to the main console provide a credible finishing touch.

Gluing the lower halves of two 1/72-scale Hanomag half-track bodies back-to-back creates the island-shaped workstation near the doorway. The entire assembly is cut so that it will stand on the floor. Triangular panels and a hexagonal roof, created from plastic card, hide unsightly openings. The finishing touches to the workstation are the same as those used on the main

console, with an exhaust fan from a 1/35-scale armor kit added to the bottom.

The docking bay control room, not including the main console, measures 9" x 6". The consoles are mounted on a piece of tempered Masonite, with the grid etched into the material using a ruler and a sharp scrib-

ing tool, such as an X-acto knife. Tempered Masonite is the dark brown material that clipboards are made from. It's less fibrous than cheaper hard boards, making it an ideal substance for sharp and clean model-making. The walls are cut from 1/16"- and 3/8"-thick board, all cut to a standard 2"

"TK-421, why aren't you at your post?!?"

DOCKING BAY CONTROL ROOM



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height. The main entry wall is two $\frac{3}{8}$ " wall sections sandwiched around two $\frac{3}{16}$ " pieces, making a 2" wide channel for a door to slide in and out of. The main $1\frac{1}{2}$ " x $1\frac{1}{2}$ " door opening is cut out, and a patterned door fits into the wall channel,

made from plastic card. The closet entry is made from a much thinner plastic wall, with corrugated sheeting for the door. Oblong panels are a common feature of Death Star architecture; an unused gutter guard with oblong openings was quickly drafted into service to provide this interesting architectural feature. A small piece of plastic card serves to hide the hollow area behind gutter guard sections. The blaster rack is actually pieces of 1/35-scale machine guns and bits. The final details are added to the walls using plastic model parts and sprue.

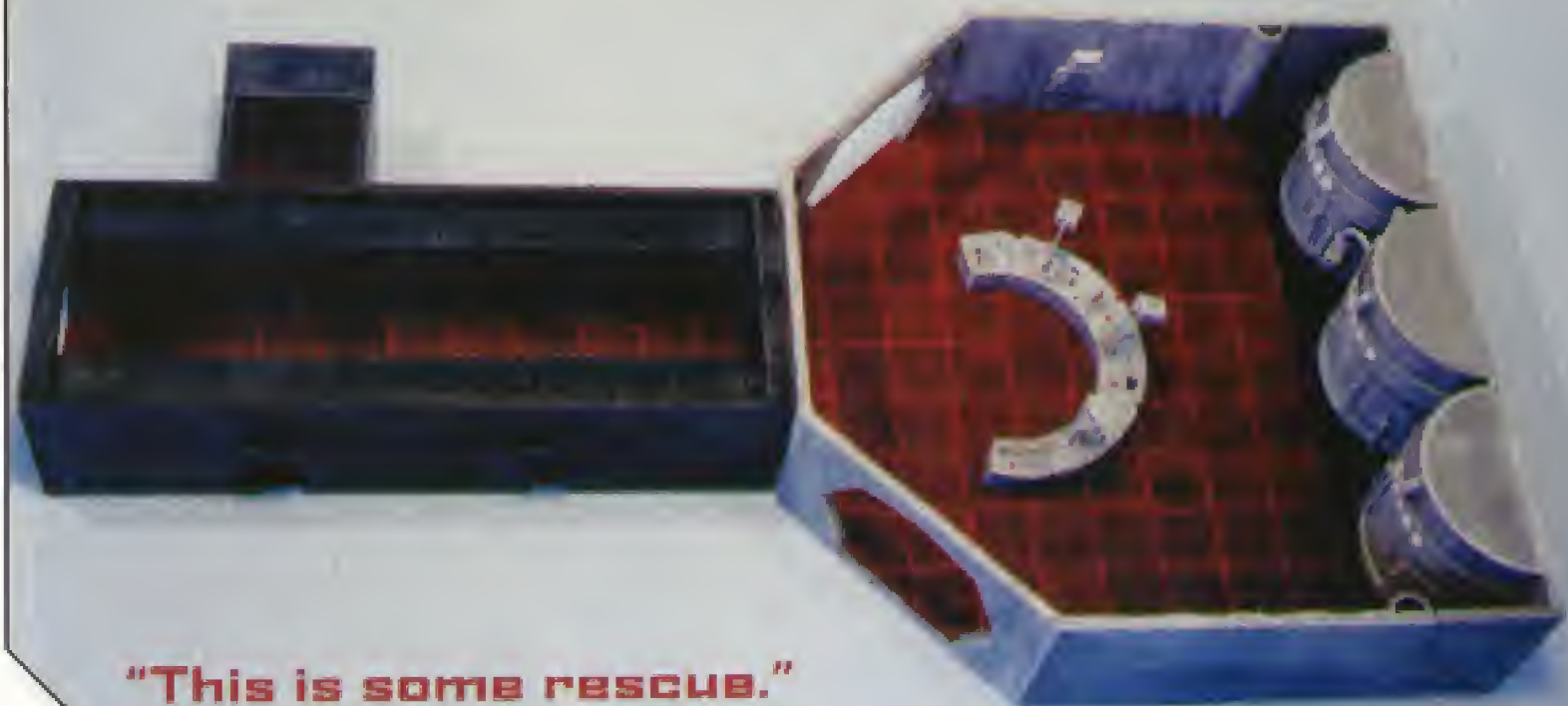
Lift Tube Bank

Incorporating a radius walkway into the lift tube bank would have been faithful to the movie, but also would have added unnecessary complication to the process and hampered the flexible use of the model. The length of the lift tube bank was limited to 11", a size designed to fit conveniently into a standard 12" box. Two flooring sections were cut from tempered Masonite; one 2" x 11" and one 3" x 11", and scored with a $1\frac{1}{2}$ " x 1" grid pattern, as with the docking bay control room.

The walls are $2\frac{3}{4}$ " tall for ease of game play, even though a height of 5" or 6" would be more imposing and representative of the "feel" of Episode IV. Each lift tube is one half of a $3\frac{1}{2}$ " diameter cardboard tubing cut to the same height as the wall. A centrally-located $1\frac{5}{16}$ " x $1\frac{5}{16}$ " door is carefully cut $\frac{1}{4}$ " above the floor in each tube, saving the cutouts to later be used as doors. A section of index card with two slots cut in it is

"I can't see
a thing in
this helmet!"



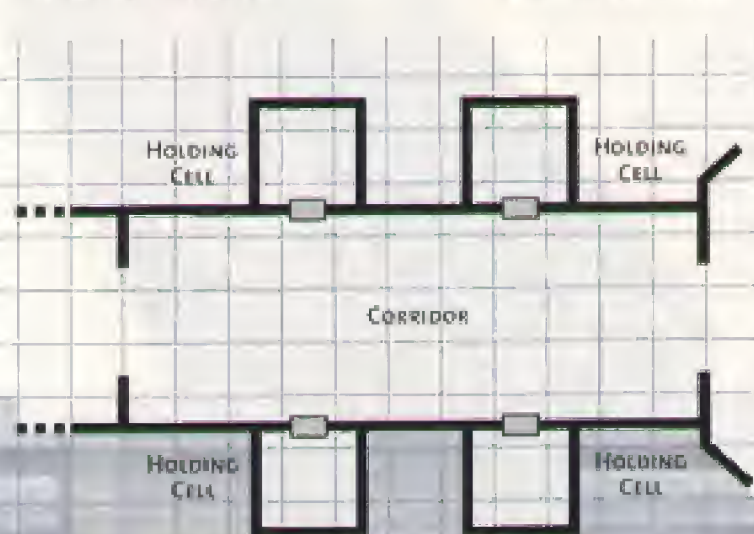


attached to each door, trimmed and glued to the lift tube opening. Thin $\frac{1}{4}$ " wide card stock was fastened to the lower tube perimeter and door openings. A $\frac{1}{2}$ " wide band was also cut from index cards and glued around the perimeter of each tube, just above the door opening elevation. A second $\frac{1}{2}$ " wide band was cut for each lift tube and five holes were made using a standard hole punch. The strips were glued to the previously attached band with the holes centered over the door openings. The walls and lift tubes were glued to the 2" x 11" floor section and roofs were made to cover the top of the tubes.

Detailing the lift tube bank was very similar to the docking bay control room. The vents at the top of each lift tube are from the exhaust system of a 1/35 scale T34 tank. Modified HO scale traffic signals were used for the button panel to the right of each door.

Detention Block

The detention block is actually three separate models—the control room, a typical corridor, and a typical detention cell. The floor grating for all three models is consistent, created at the



DETENTION BLOCK & LIFT TUBES

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same time. Plastic screen (made for storm door repairs) is glued to plastic sheeting using cyanoacrylate adhesive (CA) to create metallic floor grates. When the glue is dry, the assembly is cut into 1" squares to create a playable floor grid.

The corridor is true to the set from *A New Hope* without being identical. The stairs to the corridor have been eliminated, making the passageway much more compatible with the other models. The 60° inclined walls of the corridor made it a complex model to build. As with the lift tube bank, it is 11" long, with only a 2"-wide walkway. The floor plates are attached to a piece of card 11" long by 2" wide. Two corridor bulkheads and eight partial bulkheads are cut from 3/8" material. Each bulkhead is made from 1/8" square balsa strips attached as sidewall supports. The two "full" bulkheads are fastened, one at each end, to an 11" x 2" x 1/8" hard board flooring substructure. The cell doors are centered on the fourth grid square in from each end of the cell bay and the partial bulkheads are glued to either side of the doorway squares. The model is set aside to allow the glue to dry before attaching any other elements.

Roof sections of model railroad buildings provide the walls of the detention block corridor. The ceiling sections have faux repairs molded into them to add a

tough, industrial look to the corridor. HO-scale traffic signals once again serve as door control panels, and model railroad louvers cover the ventilation shaft that leads to the trash compactor. Model railroad factory doors serve as cellblock doors. A 1/8"-square length of plastic at the top of each door serves as a finger hold for removing the door during game play. To keep the corridor sturdy, a 1/8"-thick piece of Masonite is glued to the backside of both corridor walls after the door openings are cut out and trim pieces are added to the tops of the partial bulkheads. Finally, the tread plates were glued to the floor.

The detention block control room is 11" x 9" with two corridor entrances set at 45°



angles from the central corridor. The grid plates are attached to the flooring substructure in the same manner as the detention block corridor flooring. The walls of the reception area are cut to the same elevation as the lift tube bank. Detention block corridor entrances are 1/8"

ment: red, white and royal blue. The detention block models' tread plates have a dark brown base coat dry brushed red and orange. All other flooring is black dry brushed with midnight and slate blue. All of the models are given a coating of clear gloss finish, with some

"Look out—he's loose!"

larger than the corridor bulkhead for a snug but not too-tight fit. Varying thickness of card stock are cut and attached to the walls for an industrial feel and trim. The hood is cut from a 1/72-scale half-track and glued to the wall to serve as a weapons locker. Small rocket halves are added to each side of the detention block corridor entrances to simulate surveillance cameras.

The control room's computer console is made from a conveniently sized and shaped toy console; a section of previously cut 3/8" material is glued to the bottom to make the desktop the proper height. The surveillance arrays are made from handy plastic bits and wire, with holes drilled into the console top and the wire inserted and glued. Once again, soda bottles, window frames, tank treads and other bits are used to detail the workstation.

Finishing Up

If not for the red flooring of the Detention Block, the color scheme of the Death Star would be little more than black and white. In fact, the palette for these models is kept intentionally small. All of the walls, consoles, and equipment are given a base coat of either black or medium gray and dry brushed with varying shades of gray. Only three colors are used for detailing controls and equip-

ments added after the paint is dry. To emphasize the clinically sterile look of the Death Star a second coating of clear gloss finish makes every surface shine.

This group of models was built specifically to represent the interior of the Death Star, but the modules could have many other applications. For example, the lift tube bank could be used for the adventure "Cloud Cover" (by Bill Slavicsek, appearing in *Star Wars Gamer* #3) for the promenade scenario. The lift tube bank and hallway were designed as two separate units so that the lift tubes could be used with a variety of other models. **S**



UNUSUAL SUSPECTS

Characters from the Dark Horse Comics

STAR WARS UNDERWORLD

&

STAR WARS TALES

THE REPUBLIC JOURNAL OF LAW-ENFORCEMENT AND LOW-INTENSITY CONFLICT HAS GONE UNDERGROUND SINCE PALPATINE DECLARED HIMSELF EMPEROR. AS A FORUM FOR SCHOLARLY ANALYSIS OF CONFLICT (NOT INCLUDING WAR) ITS ACCURATE ANALYSIS OF EVENTS AND POLICIES OFTEN UNDERMINED IMPERIAL LEGITIMACY. DESPITE THIS, IT CONTINUES TO PUBLISH THE THREAT DOSSIER. THIS NEWSLETTER, DISTRIBUTED FREELY TO INTERESTED PARTIES AND WIDELY READ BY THE REBELLION, PROFILES INDIVIDUALS OF NOTE WITHIN THE REALM OF INTEREST OF THE JOURNAL.

Rooty

An uncouth gambler who spends much of his time on the smuggler's moon of Nar Shaddaa, Rooty is a member of the rare Cragmoloid species. Cragmoloids are nearing extinction; they are hunted for their valuable tusks, and enslaved by the Empire, and their planet has been stripmined by TaggeCo. Few members of this primitive race are able to flee to safety among the stars. Those that do saw off their tusks to stave off death at the hand of hunters, but it is a humiliation from which many never recover.

Rooty is an accomplished gambler and occasional smuggler of indeterminate age. He spends almost all of his time gambling, drinking, and carousing on the smuggler's moon. In fact, his relentless pursuit of life's pleasures generally has him one credit short of destitution, but he doesn't seem to care. In truth, he hopes that in his reckless abandonment he can forget the shame that he feels for turning his back on his homeworld. When Rooty does leave Nar Shaddaa aboard





Rooty: Cragmoloid Male Scl 2; Init +0; Def 14 (+5 class, -1 size); Spd 10m; VP/WP 15/14; Atk +4 melee (1d3+4, punch), +0 Range (3d6, blaster pistol); SQ +2 charging attacks, illicit barter, better lucky than good; SV Fort +2, Ref +3, Will +2; S2 L: FP 1; DSP 0; Rep 1; Str 19, Dex 10, Con 14, Int 11, Wis 10, Cha 10. Challenge Code: A.

Equipment: Blaster pistol, modified CRX-Tug (*Solar Grazer*), tattered robes, sabbacc deck.

Skills: Appraise +5, Astrogate +3, Bluff +5, Diplomacy +2, Disguise +2, Hide -4, Intimidate +7, Knowledge (Nar Shadda) +4, Pilot +4, Profession (gambler) +5, Read/Write Cragil, Sense Motive +2, Sleight of Hand +6, Speak Basic, Speak Cragil.

Feats: Skill Emphasis (Intimidate), Weapon Group Proficiency (simple weapons, blaster pistols).

CRX-Tug

The CRX-Tug is short range vessel designed to guide into dock or unload bulk transports. It is an aging model that dates back to before the Clone Wars. While designed for in-system towing, the *Solar Grazer* has been modified with a short-range hyperdrive. It is slow, unwieldy, has no shields, and has a power coupling configuration that makes weapon installation problematic.

Craft: Modified Gullilla-Raye Xylines-Class Tug; Class: Transport; Cost: 50,000 new, 20,000 used; Size: Small (42 meters long); Crew: 1 pilot, 2 gunners (unique); Passengers: 8; Cargo Capacity: 225 metric tons; Consumables: 2 weeks; Hyperdrive: x5; Maximum Speed: Cruising; Defense: 21 (+1 Size, +10 Armor); Shield Points: None; Hull Points: 120; DR: 10.

Weapon: Tractor beam projectors (2); Fire Arc: Turret; Attack Bonus: +3 (+1 Size, +2 Fire Control); Damage: Special; Range Modifiers: PB +0, S/M/L n/a.

Cragmoloids

A little-known species hailing from the plains of Ankus, a planet on the borders of the Unknown Regions near Ord Mantell, Cragmoloids are massively built and extremely powerful. Many stand almost 3 meters and weigh in excess of 200kg. They are a rare race; most Cragmoloids seen are in Imperial work camps.

Personality: An extremely proud and clan-oriented people; many sink into a deep morose if separated from home and family. They are also quick to anger and have a strong dislike for dishonesty and subterfuge; they are straightforward in their response to problems and think that those who resort to "tricks" are dishonorable.

Physical Description: Cragmoloids appear as anthropomorphic elephants. **Homeworld:** Ankus.

Language: An isolated people, most only speak their native tongue, Cragil.

Example Names: Rooty, Trusk, Bachus, Ganesh.

Adventurers: Those few free Cragmoloids located off planet often lead a wandering lifestyle, often taking up with traders or becoming scouts. Several have joined the Rebellion, hoping to liberate their people. Despite their prodigious strength, few become mercenaries as they find gratuitous violence distasteful.

Species Traits:

- +4 Strength, +2 Wisdom, -2 Dexterity, -2 Intelligence, -2 Charisma. Cragmoloids are physically intimidating, cumbersome, and irritable, but keenly aware of their surroundings.
- Large. As Large creatures, Cragmoloids suffer a -1 size penalty to their Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but can use larger weapons than Humans use, and their lifting and carrying limits are twice those of Medium-sized characters.
- Cragmoloid base speed is 10 meters.
- Charge. Cragmoloids get a +2 bonus to charging attacks.
- Tusks. Cragmoloids that retain their tusks can use them to great effect in melee, inflicting 1d10 damage.
- Long-Lived. Many Cragmoloids live over 400 years. (Use the "Wookiee" column of Table 6-2 Aging by Species.)
- Automatic Languages: Cragil.

the *Solar Grazer*, a modified CRX-Tug falling apart due to its owner's neglect. It is usually only for a short run within Hutt space.

Rooty came to Nar Shaddaa a decade before the Battle of Yavin, mixing with the likes of Han Solo, Salla Zend, and Lando Calrissian. Shortly before that infamous engagement, Calrissian lost a significant sum (some estimates put it at around 20,000 credits) to Rooty in a game of Sabacc. Unable to cover his loss, Calrissian was only saved from a severe mauling at the hands of the enraged Cragmoloid by the intervention of agents working for a Hutt who had business interests with the legendary gambler. Though Rooty was paid in full by the Hutt, he still harbors a dislike for Lando.

He is a hulking humanoid, almost 3 meters in height and covered with a stiff, leathery hide. Stoutly built, he is extremely

powerful and almost unstoppable when in a rage-inspired charge. Like all members of his species, he has thick facial trunk, large flap-like ears, and a head crowned with coarse, stringy hair. Typical of most expatriate Cragmoloids, Rooty has sawed off his impressive tusks to save his hide, so to speak, ill-tempered and generally laconic, Rooty reacts violently to cheats.

Nima Maas

The only child of the prominent senator Ilon Maas of Delphon, an ardent proponent of Palpatine and the New Order, Nima dedicated her life to serving the Empire and preserving its ideals. She saw the Empire as a stabilizing force in an otherwise anarchical galaxy, and despised those who sought its demise.

Nima's views were shaped early in life. In her youth, Delphon was plagued by a band

“I WAS WELL ON MY WAY WHEN SHE FOUND ME.”

GREEDO?



Nima Maas: Human Female Nbl 17 Scr 5; Init +4 (Dex); Def 20 (+4 Dex, +6 class); Spd 10m; VP/WP 33/12; Atk +4 melee (1d3, punch), +6 Range (3d4, hold-out blaster); SQ Call in favor, bonus class skill (Bluff), illicit baster, better lucky than good, sneak attack +2d6; SV Fort +3, Ref +8, Will +4; SZ M; FP 2; DSP 1; Rep 5; Str 12, Dex 17, Con 12, Int 12, Wis 13, Cha 19. Challenge Code: A.
Equipment: Hold-out blaster, fake ID.
Skills: Appraise +4, Bluff +13, Computer Use +9, Diplomacy +17, Disguise +6, Gather Information +9, Hide +10, Intimidate +8, Knowledge (Galactic Empire) +5, Knowledge (ISB) +5, Listen +10, Move Silently +11, Sense Motive +8, Sleight of Hand +5, Spot +8.
Feats: Alertness, Persuasive, Skill Emphasis (Gather Information), Weapon Group Proficiency (simple weapons, blaster pistol).

of miscreants known as the Black Hole Pirates. As the raids intensified and the pirates grew bolder, Delphon's economy crumbled and Ilqv Maas' rule became increasingly tenuous. The arrival of the Star Destroyer Ripclaw scattered the Black Hole

Pirates, saving Maas' administration. This made a lasting impression on Nima. She recognized that without the overpowering military strength of the Empire and the decisive political will of Palpatine, her father would have been overthrown and her world reduced to lawlessness.

Growing up with a desire to protect the Empire she admired, Nima viewed any opponent of the New Order to be little different from the pirates who raided her home; vermin that must be rooted out and ruthlessly destroyed. While her father pushed for service in the Senate or perhaps a position in the Fleet, Nima wanted a more proactive role. After enrolling in her local SAGRec platoon and excelling in university, she was recruited by the Imperial Security Bureau's (ISB) surveillance branch, investigating and arresting potential enemies of the New Order. Nima relished her work.

Equally at home in a formal gown attending a function in Grand Moff Tarkin's mansion or shadowing suspected Rebels through the dark alleys of Celanon in a light-bending jumpsuit, Nima Maas was able to blend in seamlessly on most worlds. However, having spent most of her life in the Core and nearby regions, much of the Outer Rim was alien to her. One of her few extended stays in this region, an assignment to locate and kill the pro-Rebel politician Temu Dionisio of Tatpoinc, ended in her death at the hands of a local bounty hunter, who she had characteristically used and betrayed. The Empire lost the services of a cunning and effective servant.

Nima was a stunning brunette who made the legendary holo-starlet Riva Denais look like a middle-aged spinster with Rodian Jungle-Kot. Men were rocked on their heels when she entered a room, and she knew it. More importantly, she used her beauty to great advantage. Behind her gilded tongue and great beauty was a cold, ruthless, and manipulative soul almost as dark as that of the Emperor she so devotedly served.

Embra the Hutt

Like most powerful Hutts, Embra is a gangster, and a spectacularly successful one. However, unlike many of his brethren, including his clanmate Jabba, he chooses not to wrap himself in a veil of evil. Embra

does not advocate murder, terrorism, or intimidation. Instead, he chooses to run his organization like a business. As such, he rewards individuals for success, offers them good jobs with fair wages, and generally treats them with respect.

When Embra learned that Jabba had alienated Han Solo over the loss of a small cargo, he just about choked in his own bile! Losing the services of one of the galaxy's best smugglers just doesn't make sound business sense. While other Hutts view his compassion for his underlings as a sign of weakness, Embra realizes he has been rewarded for his unconventional leadership with an unusual degree of loyalty amongst his retinue.

Make no mistake, Embra is every bit as greedy as Jabba, and revels in the pursuit of wealth. He's just much more subtle. Besides, he finds it disrupting to business if he has to replace valued employees every few months. Embra has only fed one lackey to a voracious predator in the last decade, and he feels he was provoked in that instance.

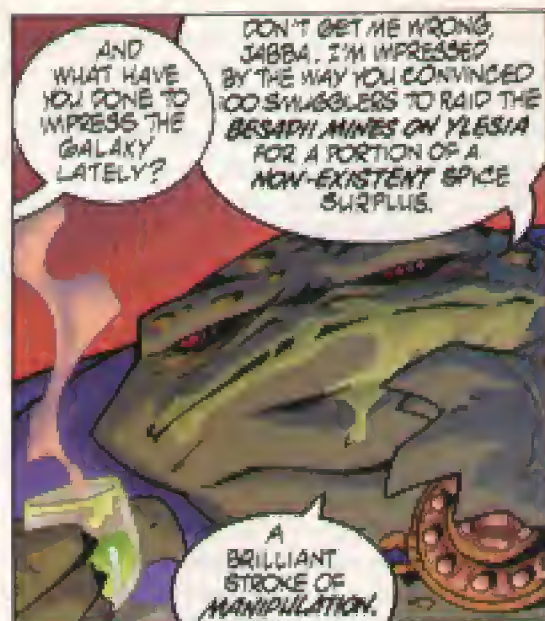
Like all Hutts, Embra is extremely competitive. He has an especially fervent rivalry with Jabba, but it is purely a friendly competition. One infamous challenge saw them sending "champions" to retrieve the mythical Yavin Vassilika. Embra employed his usual stable of bounty hunters, regulars who have performed admirably for him numerous times over the years—4-LQM, Zuckuss, and Sardu Sallowe.

Embra can be gracious and charming—two words that don't even have an accurate translation in Huttese. He resides on the jungle world of Mazhar, located along the Gordian Reach.

Moff Harsh

Harsh's legendary combative nature emerged while still a youth. As a boy, he was once playing with a toy Star Destroyer, dreaming of commanding such vessels himself, when a much larger boy crushed it with a rock. Without hesitating, Harsh picked up the rock and smashed the bully's face.

His dreams of naval service seemed distant. The son of a minor bureaucrat, it was unlikely he would gain a prestigious position after graduating the Academy. Fate was



on his side, however. Harsh met and impressed a prominent senator who took him under his wing. Harsh learned a great deal about the nature of galactic politics, and the importance of winning political battles as well as military ones.

With the senator's patronage, he graduated from the Academy and was rapidly promoted. When the Rebel Alliance first began to fan the flames of revolt, Harsh was captain of the Star Destroyer *Cauldron*, part of a fleet blockading the planet Chabosh. An uprising had overthrown the governor, and the Rebel stronghold was protected by powerful shields. Harsh personally led a company of stormtroopers in the final assault, where he was severely wounded. Aboard the *Cauldron*, a 2-1B medical droid informed

Embro: Hutt/Male Nbl 6/Scd 1/CL 2; Init -1 (Dex); Defense 16 (-1 Dex, -1 size, +8 class); Spd 5m; VP/WP 47/14; Atk melee +5 (1d3+1, punch), +3 ranged (3d4, hold-out blaster); SQ Bonus class skill (Bluff), inspire confidence +2, call in favor (1), command +2, illicit barker, contact, resource access; SV Fort +2, Ref +6, Will +7; SZ L; FP 1; DSP 1; Rep 15; Str 12, Dex 9, Con 14, Int 10, Wis 15, Cha 8, Challenge Code: B.

Equipment: Repulsor-sled, decorative nose ring, hold-out blaster (hidden in a secret compartment on repulsor-sled).

Skills: Appraise +7, Bluff +8, Diplomacy +18, Disguise +1, Forgery +2, Gather Information +11, Hide -5, Intimidate +1, Knowledge (business) +6, Knowledge (criminal organizations) +6, Listen +3, Profession (merchant) +9, Read/Write Huttish, Search +2, Sense Motive +15, Sleight of Hand +1, Speak Basic, Speak Huttish.

Feats: Fame, Infamy, Sharp-Eyed, Skill Emphasis (Diplomacy), Weapon Group Proficiency (simple weapons, blaster pistols).

Harsh that his legs would have to be replaced with cybernetic prosthetics, but the thought of being any less than whole was unacceptable to him. Harsh threatened the

other patients at blasterpoint if anyone approached him with anything that vaguely resembled a surgical knife.

Despite a bleak prognosis, his legs healed, and Harsh's legend had been born. He earned promotions over dozens of officers with more seniority at a legendary pace. Less than a year after the Battle of Chabosh, in a personal ceremony in the Imperial Palace, the Emperor appointed Harsh the title of Moff of the Bosph sector. Not content to rest on his laurels, Harsh continues to drive himself and rules the sector with an iron fist. His accomplishments there have been impressive: the blockade and orbital bombardment of the planet Bosph has contained the natives; Rebel activity is negligible; and he

conspired to bring the mineral-rich planet Otunia into the Imperial fold.

Lieutenant Harne Kiela

Lieutenant Kiela has always led a charmed life. His father was a high ranking officer and his mother the daughter of a powerful industrialist family on Voss. He never wanted for anything growing up, and as a spoiled only child, he always got what he wanted. Kiela was born into the first generation to be raised knowing only the Empire. To him, the Republic was a part of ancient history, and there was no room for it in his mind.

As Kiela was not particularly bright or motivated, it took his father's influence to get him accepted into the Naval Academy. Undisciplined and reckless, he barely graduated; only his uncanny natural ability to fly saved him from unmitigated disgrace.

When he was assigned to a TIE wing,



Moff Harsh: Male Human Nbl 2/Sol 4/Off 7; Init +4 (Improved Initiative); Def 19 (+9 class); Spd 10m; VP/WP 68/12; Atk +11/+6 melee (1d3+1, punch), +10/+5 ranged (3d6, blaster pistol); SQ Bonus class skill (Pilot), call in favor (1), inspire confidence +1, leadership, requisition supplies, tactics; SV Fort +9, Ref +7, Will +12; SZ M; FP 4; DSP 2; Rep 13; Str 13, Dex 10, Con 12, Int 13, Wis 15, Cha 15, Challenge Code: C.

Equipment: Imperial-class Star Destroyer (*Cauldron*), blaster pistol, com-link, datapad.

Skills: Astrogate +7, Bluff +11, Computer Use +13, Diplomacy +17, Disguise +4, Gather Information +9, Intimidate +19, Knowledge (galactic politics) +7, Knowledge (Imperial Navy) +11, Knowledge (military history) +9, Pilot +9, Profession (bureaucrat) +10, Read/Write Basic, Repair +6, Sense Motive +13, Sleight of Hand +2, Speak Basic, Speak Binary.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Fame, Frightful Presence, Improved Initiative, Iron Will, Skill Emphasis (Intimidate), Starship Operations (capital ships), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibroweapons).



Sintas: Human Female **Set 2/Sol 5/BN 4;** Init +8 (Dex, Improved Initiative); Def 20 (+3 Dex, +7 class); Spd 10m; VP/WP 74/13; Atk +11/+6 melee (3d4+1, vibrodagger), +13/+8 ranged (3d8, 2 heavy blaster pistols); SQ Trailblazing, target bonus +2, sneak attack +2d6; SV Fort +8, Ref +8, Will +2; SZ M; FP 2; Rep 8; Str 13, Dex 16, Con 13, Int 10, Wis 9, Cha 14. Challenge Code: C.

Equipment: Heavy blaster pistols (2), thermal detonator, vibrodagger.

Skills: Astrogate +3, Computer Use +4, Demolitions +4, Gather Information +7, Intimidate +9, Jump +3, Knowledge (organized crime) +4, Move Silently +9, Pilot +8, Profession (law enforcement) +2, Read/Write Basic, Search +8, Speak Basic, Spot +11, Survival +9, Tumble +8.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Dodge, Improved Initiative, Improved Two-Weapon Fighting, Quick Draw, Mobility, Track, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibroweapons).

his fabled good fortune held once again. He survived numerous skirmishes against the more advanced Rebel X-wing fighters, racking up an enviable number of kills and gaining the attention of Air Marshal Von Tarsh. A brilliant starfighter tactician and project consultant for the TIE Interceptor project, Von Tarsh was renowned for taking in talented, green pilots and turning them into exceptional dogfighters. His protégés would form the nucleus of the TIE Interceptor corps, and Kiela emerged as one of the best.

The destruction of the second Death Star and the formation of the New Republic severely shook Kiela. He clung to any leader who offered faint hope for the Empire. When none proved up to the task,

he turned to the one man who best represented the Empire to Kiela: Von Tarsh. Unfortunately, he was in New Republic custody. Kiela and his squadron turned to piracy in an elaborate ruse to free the Air Marshal, and it was only the intervention of General Calrissian and a taskforce of fellow rogues that prevented the plan from succeeding.

A short time after his capture, Kiela made a daring escape and is currently at large. He is a priority on Cracken's Most Wanted list due to his uncanny piloting ability and very lenient moral code.

Sintas

Few beings know what the infamous bounty hunter Boba Fett looks like under his battle-scarred Mandalorian Armor; fewer can claim to know the secrets of the man's past, or what emotions beat in his heart (assuming he actually has one; current odds in Cloud City are 2:1 he doesn't). The female bounty hunter Sintas may be the only one alive who knows for sure.

She knows as much about the man as any wife knows about her husband, for in addition to being comrades-in-arms for a while long ago, they were wed and had a child. As with all things surrounding Fett, this is



YES, SIR. CAPTAIN KINE HAS BEEN FEEDING US DATA ON THE NEW REPUBLIC CONVOYS. HIS LOCAL KNOWLEDGE HAS BEEN INVALUABLE TO THEM ... AND US.

Harmie Kiela: Male Human **Sol 5/ Sol 2/SA 4;** Init +2 (Dex); Def 22 (+2 Dex, +10 class); Spd 10m; VP/WP 65/14; Atk +9/+4 melee (1d3, punch), +11/+6 ranged (3d6, blaster pistol); SQ Illicit barters, better lucky than good, starfighter defense +4, familiarity +2; SV Fort +8, Ref +10, Will +3; SZ M; FP 2; DSP 0; Rep 4; Str 10, Dex 15, Con 14, Int 10, Wis 10, Cha 9. Challenge Code: B.

Equipment: TIE Interceptor, flight suit, blaster pistol, comlink.

Skills: Astrogate +6, Bluff +4, Diplomacy +1, Disguise +1, Gather Information +6, Hide +8, Intimidate +1, Knowledge (spacer lore) +7, Knowledge (trade routes) +5, Pilot +21, Read/Write Basic, Repair +13, Sleight of Hand +4, Speak Basic, Spot +9, Survival +5, Treat Injury +3.

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Heroic Surge, Improved Initiative, Skill Emphasis (Pilot), Spaces, Starfighter Dodge, Starship Operation (starfighters), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifle, heavy weapons, vibroweapons).

Sardu Sallowe: Human Male (presumably) Frg 8/BH 3; Init +4 (Dex.); Def 21 (+3 Dex, +8 class); Spd 10m; VPF/WP 54/12; Atk +4 melee (1d4, knife), +8 ranged (3d6, blaster pistol); SQ Barter, adaptive learning (Move Silently, Gather Information), jury-rig +4, Survival +2, target bonus +1, sneak attack +1d6, +2 bonus on Survival checks in hot and dry conditions; SV Fort +8, Ref +10, Will +6; SZ M; FP 1; Rep 8; Str 10, Dex +6, Con 10, Int 12, Wis 14, Cha 7. Challenge Code: C.

Equipment: Robes, breath mask, 2 charges of Synthech explosives (5d6 damage), remote detonator (20m range), blaster pistol, knife, electrobinoculars, comlink, miniature sandcrawler.

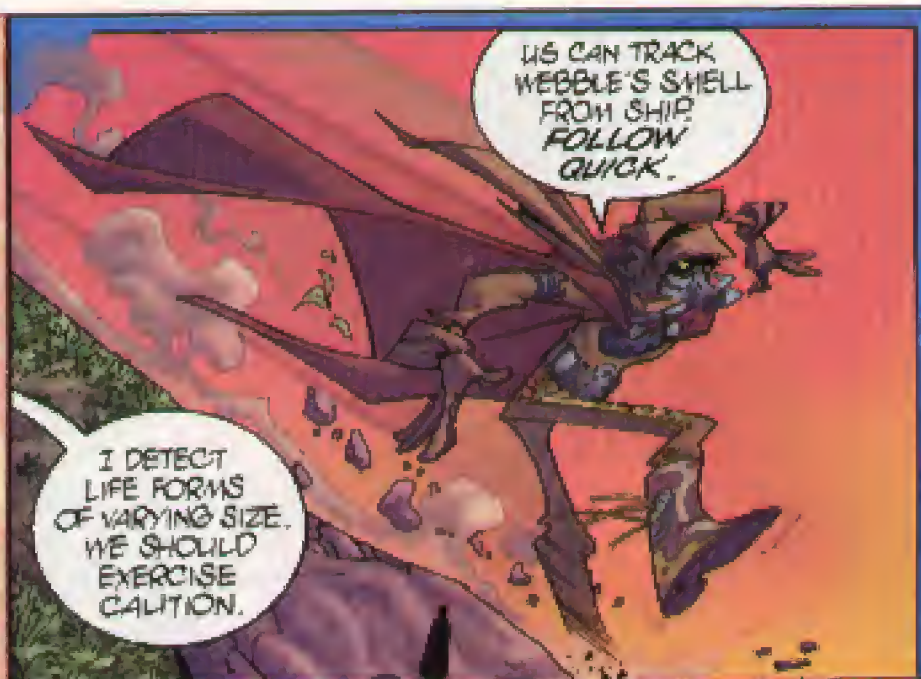
Skills: Demolitions +9, Disable Device +9, Escape Artist +7, Gather Information +11, Hide +10, Intimidate +5, Knowledge (streetwise) +5, Listen +4, Move Silently +12, Profession (scavenger) +4, Read/Write Basic, Repair +7, Search +7, Sense Motive +4, Sleight of Hand +7, Speak Basic, Speak Jawa, Speak Jawa Trade Language, Spot +6, Survival +11.

Feats: Alertness, Cautious, Nimble, Sharp-Eyed, Stealthy, Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

MINIATURE SANDCRAWLER

Sardu Sallowe's sandcrawler is a scaled-down version of the typical Jawa variety, about one-third the size. It acts as a mobile headquarters, outfitted with advanced sensors and communication equipment and a full complement of droids to make it completely automated. It was originally a scouting vehicle used by a long-since bankrupted mining company to survey Tatooine's surface.

Craft: Modified TaggeCo Survey-class Crawler; Class: Ground; Cost: Not Available For Sale; Size: Colossal (7 meters high, 40 meters long); Crew: Normal +2 (Pilot, Co-pilot); Passengers: 16 (16 Jawas, 10 holding cells); Cargo Capacity: 20 metric tons; Speed: 10 (maximum speed 30 kmh); Defense: 10 (+8 Armor, -8 Size); Hull Points: 80; DR: 5.



a closely-guarded secret, and he will go to any length to keep it that way.

Fett has worked alone almost exclusively since the two split. While their parting presumably was not amicable, Fett continues to be somewhat protective of Sintas, albeit in a detached fashion. A feared hunter in her own right, she rarely needs anyone's help to stand on her own. Nevertheless, she works less frequently now, usually only accepting jobs of interest or importance to her. It seems the thrill of the hunt only brings back painful memories of "Bo."

Sintas is a strikingly beautiful Human in her mid 30's. A native of Kiffu, Sintas wears the symbolic facial markings of her people, which in her case are three straight lines on the lower half of each cheek. Her long black hair is tied at the back, and she generally wears practical and unassuming clothes. However, while she might appear innocuous enough, the two heavy blasters hanging from quick-draw holsters betray her deadly trade.

Sardu Sallowe

Most sentients can't abide Jawas, barely concealing their contempt for the "disgusting creatures". In fact, the vast majority of Tatooine settlers view them as little more than vermin, a kind of oversized womp rat. Sardu Sallowe isn't like the rest. He gets along with Jawas fine. In fact, he loves them, actually preferring their company.

Sallowe is a shifty and relentless bounty hunter who works primarily on the desert planet of Tatooine, though particularly lucrative prizes will draw him off-planet. When on Tatooine, he works out of a scaled-down Sandcrawler or from a hovel buried in the recesses of Mos Eisley's alleyways.

It's a matter of conjecture and speculation who or what exactly Sallowe is. Local lore says he was the infant child of Human moisture farmers, orphaned by a Tusken Raider attack. Found by a clan of Jawas, he was raised as one of their own. That would explain a great deal, but again, it should be noted this is just local legend and not substantiated in any way. Sallowe looks (and smells) like an over-sized Jawa. He wears the ratty, rough-woven cloak ubiquitous of the diminutive scavengers. With his hood pulled low over his head and his face obscured by a large breath mask used to filter out blowing sand, Sallowe's features are obscured. Only a pair of glowing yellow eyes is visible.

Sardu is a shifty and remarkably cunning hunter. He employs a pack of Jawas to good effect, performing a myriad of duties from tailing targets to setting explosives. Since most beings are dismissive of Jawas, his prey rarely suspects anything out of the ordinary. In addition to his Jawa accomplices, Sardu has worked with fellow bounty hunters 4-LDM and Zuckuss on occasion, most notably in the search of the fabled Yavin Vassilika. 5

WELCOME TO THE JUNGLE

BY DARRIN DRADER, STEVE MILLER,
AND BRANDON MCLENDON
ILLUSTRATED BY VINOD RAMS

WELCOME TO THE JUNGLE" IS A *STAR WARS ROLEPLAYING GAME* ADVENTURE FOR A GROUP OF FOUR HEROES AVERAGING 4TH LEVEL, ALTHOUGH HIGHER-LEVEL HEROES SHOULD FIND THE ADVENTURE CHALLENGING AS WELL. THE HEROES ARE DRAWN INTO A REVENGE PLOT THAT HAS BEEN BREWING FOR A QUARTER CENTURY.

Trapped in the core habitat of an Ithorian herdship, stripped of their equipment, the heroes must choose between staying safe and protecting the object of their enemy's wrath.

"Welcome to the Jungle" can take place during any era of play. For more information on Ithorian herdships, see "Starfaring Jungles" by Peter Schweighofer in *Star Wars Gamer* #4.

Adventure Background

Four decades ago, Ensign Milac Troper participated in his first field assignment for the Galactic Scout Corps. He and two other scouts were on a long-range mission to explore a number of unsurveyed Outer Rim systems. Troper tended to stay aboard the scout ship while the two more experienced

scouts investigated the area, but Mission Commander Dayla Kev permitted Troper to join her on a ground survey in the third-to-last system on their flight plan. The world was a jungle planet teeming with wildlife, and Commander Dayla wanted to investigate some curious energy readings that the ship had registered from space. The readings turned out to be a chemical geyser within which a massive batlike creature called a gasnit was nesting. (This huge, batlike creature is fully described later in the adventure.) Disturbed by the scouts' presence, the gasnit attacked Dayla. Instead of helping her, Troper panicked and fled.

When Troper reached the ship and reported the situation to Lieutenant Hereven, the seasoned scout angrily grabbed a weapon and ran to save Dayla,

ordering Troper to prepare the medical facilities. Fifteen minutes later, Troper heard a roar from the jungle that sounded like the creature that had burst from within the geyser. Gripped with terror, he launched the scout craft, not wanting to die like the rest of his team. During the journey back to base, the cowardly ensign convinced himself that there would have been no hope of anyone surviving had he remained. Although he was suspended for his lack of valor, the subsequent rescue mission and investigation confirmed the ferocity of the gasnits and yielded no trace of the two missing scouts. As the system contained no major mineral deposits or other raw materials that interested Corp, no colonization efforts were undertaken and the system was soon forgotten. So too was Troper's cowardice.

Troper was reassigned to the diplomatic branch of the service where he proved an excellent negotiator. Soon, his ignominious beginning was left behind and he became one of the Corps' best diplomats. (When



ever his conscience nags him about the comrades he left to die, Troper reminds himself of the thousands of lives he has saved or bettered since.)

For the Gamemaster

In truth, Dayla and Hereven survived the gasnit's attack. They stumbled around in tunnels beneath the planet's surface for weeks before emerging hundreds of miles away from the area of their presumed deaths. For six months, the two fought savage creatures as they searched for a safe haven. The shared danger brought them closer, and they fell in love. Tragically, Hereven was slain while hunting not long after they had found a refuge. Dayla later realized that she was pregnant with his child. She gave birth to a son eight months later and named him Hereven, after his father.

The two lived alone on the world for over a decade. Their hardships brought them closer to nature, and they became attuned to the Force. Dayla raised the young Hereven to despise Troper. She made him promise he would avenge her if she died on that jungle world.

Fifteen years after they were stranded, Dayla and Hereven were rescued by a pair of Wookiee outlaws. Using logic—and the Force—she dissuaded the Wookiees from selling her and her son into slavery. The four started a small safari outfitting and wilderness guide company. Within a decade, she changed her name to Lady Ahirkan and amassed a small fortune.

Nearly twenty-five years passed, but Dayla still longed for revenge against Milac Troper. Her sense of duty to her son, and eventually to her Wookiee colleagues, kept her focused on their growing business. One day, Hereven learned that Troper was conducting a negotiation aboard the Ithorian herdship *Galactic Horizon*. Dayla had a long-standing business relationship with Captain Roogak of the *Galactic Horizon*, and she knew that he was uncharacteristically greedy for an Ithorian. She all but bankrupted the family business to ensure his cooperation, recruiting her Wookiee associates (who had long since become her loyal friends) to assist with her scheme.

In the weeks before the *Galactic Horizon* was to host the peace talks, Dayla and her companions trapped a number of dangerous creatures and placed them within the herdship's central habitat—among these a fearsome gasnit from the world she had been trapped on for so long. She intends to confine Troper within the central habitat and watch as he is hunted to death by the wild beasts and the Wookiees. To ensure that Troper experiences the sort of fear she and Hereven's father had to face, she has also recruited a group of Hoojibs (a diminutive alien species unknown to much of the galaxy) to use their energy-draining abilities to make all of Troper's technological items non-functional.

Adventure Summary

As the adventure opens, the heroes are passengers on board the Ithorian herdship *Galactic Horizon*. The heroes may be here for a number of reasons. They could be passengers, or they might be security contingent for one of two factions that are using the ship for a meeting on neutral ground. One faction is a group of colonists who have been fighting off corporate incursion into the H'relac system. The other group consists of diplomats either from the Old Republic, Galactic Empire, or New Republic, depending on the era of play. Which side they are working for is unimportant, so feel free to choose one that makes the most sense for your players.

Ambassador Milac Troper is the chief negotiator for the heroes' employer. An elderly Human male, he has a reputation for being fair-minded and even-handed. If the heroes are not already employed by one of the negotiating factions, they are approached by Venra Andsof, Troper's assistant, who believes a number of beings on board have been acting suspiciously. Venra asks them to provide additional security during the talks. When she takes them to Ambassador Troper, however, they end up trapped with him inside the herdship's central habitat. Here, they are faced with the reconstructed jungle habitat, stalked by wild beasts, and bedeviled by Hoojibs. Troper should remain alive to face Dayla

despite any random results, but Venra may be "killed off" at a crucial moment to turn the tension up a notch. Both Troper and Venra are personable and cooperative.

If the group survives for 24 hours, their tormentor reveals herself to be Dayla Kev, abandoned by Troper on a wilderness planet in her youth; this is her revenge. Dayla and her son Hereven monitor events and control the habitat environment from a repulsorlift platform that floats over the jungle. The platform contains some food supplies to sustain them for days. If the heroes discover Dayla's location before 24 hours have expired, she reveals herself at that time.

The heroes must choose whether to protect Troper (once they have the full story), defeating Dayla either through force or reason. If they try to stop Dayla, her son Hereven steps in and attacks Troper.

Note that the adventure encounters are broken up into a series of keyed encounters, random encounters, and planned encounters. Keyed encounters occur as the heroes wander into specific areas of the jungle, random encounters occur as often as the

Getting the Heroes Involved

If "Welcome to the Jungle" is used as part of an ongoing campaign, you can create any reason for the heroes to be on board the *Galactic Horizon*. Here are some suggestions to draw the heroes into this adventure.

- The heroes are part of the security contingent for Ambassador Troper.
- The heroes are passengers aboard the *Galactic Horizon*. They might have put into port to repair their ship from recent exploits, or they might be using this ship as a means of transportation between worlds.
- One of the heroes knows Venra Andsof—either from an earlier adventure or as a former love interest or schoolmate. She approaches the hero for help the day before the first encounter.

In any case, Venra seems weary of the current situation and will recognize the heroes as people who might help her and Troper.

Welcome to the Jungle

you see fit, and the planned encounters occur as specified in the adventure text. You should become familiar with the timing of the planned encounters before beginning play.

Set-up

Ambassador Milac Troper and his assistant Venra Andsof have arrived on the herdship, as have the representatives for the other party. They are residing on a deck separate from any other passengers that the herdship may have taken aboard. The herdship has entered hyperspace and will be traveling toward its next port for five days. Troper has that time to get the two sides to agree to some form of peace or reconciliation.

The adventure begins on the third day; that's when Dayla and her group strike.

Venra's Request

On the morning of the fourth day of negotiations, Venra approaches the heroes. Read or paraphrase the following:

"I've been getting some curious impressions from a number of crew members and passengers aboard the vessel. I'm not entirely sure what to make of it, but I'm afraid that someone may be trying to undermine the negotiations. I can't begin to guess who it might be—no one involved in the negotiations shows any signs of treachery. Would you be interested in escorting Ambassador Troper for the remaining negotiations? It pays well."

Venra offers each hero 1,000 credits per day for his or her services. She offers an additional hazard payment of 5,000 credits if the heroes must face any real threats. She hopes, however, that the heroes' presence will diffuse any brewing plots designed to undermine Ambassador Troper's negotiations.

If the heroes ask why she's concerned, Venra explains her Lordinian talent for reading body language. Any rudeness on the part of the heroes is met with a silent, incredulous stare.

If the heroes ask why Troper doesn't have his own security staff, Venra gives a slightly irritated sigh. "Ambassador Troper felt it

might be taken as an insult. Further, he feels that the Ithorian herdship is a peaceful place to conduct negotiations."

If the Heroes Accept the Assignment

Venra pays them for the first day up front. She then asks the heroes to meet her employer. She leads them into the jungle habitat where Troper is confounding his opening discussions with the ambassador from the corporation trying to establish itself in the H'telac system. The Twi'lek negotiator will bow politely, then exit the jungle area when the heroes arrive. Read or paraphrase the following to the players at this time:

The "sky" above you appears blue, concealing the blackness and shooting stars of hyperspace beyond the transparisteel dome. Lush green plants and trees fill every inch of the habitat, and artificial sunlight streams down between the leaves and branches of the forest. The air is humid and warm, if not for the walls behind you, this would appear like any jungle found on a number of different worlds.

The man standing before you bows his head gently. "Greetings. I am Milac Troper. I trust Venra has hired you to ensure my protection throughout the negotiations. I assured her that this wouldn't be necessary, but she was quite insistent. I have met with my Twi'lek counterpart. The negotiations will commence in the conference room on the main deck tomorrow. I hope..."

Before Troper can continue, you hear a loud hydraulic hiss, followed by the sound of a heavy blast door sliding into place. A quizzical look appears on Troper's face. "Oh my. It looks like we're stuck here."

What sounds like a large animal roars in the distance.

"I thought the Ithorians didn't put predators aboard herdships," Venra says. "I have a bad feeling about this."

If the Heroes Refuse the Assignment

The heroes should be allowed to wander the ship, conducting their business as usual. At some point they should become curious

Random Encounters in the Jungle

As the heroes explore the habitat, use random encounters to build tension. You can either roll *1d10* or simply choose an encounter that seems appropriate.

1–2. No encounter.

3–5. **Veermok.** A veermok charges through the undergrowth toward the group. Heroes roll Spot checks opposed by the veermok's Hide check result. Those who fail are considered flat-footed.

Veermok (1): See area K1 for the veermok's statistics.

4. **Divto.** This three-headed serpent slithers out from a hidey-hole near the trail or is entwined around an overhanging tree branch, using its Hide skill to camouflage itself. Heroes who fail a Spot check (opposed by the divto's Hide check) are caught flat-footed.

Divto (1): See *Alien Anthology*, page 29, for statistics.

5. **Sneak attack!** One of the Wookiees (see "Gamemaster Characters" sidebar) makes a single attack with a sling. The Wookiee is not interested in a confrontation, but fades into the jungle after the initial attack. Following the Wookiee's trail requires the Track feat and a successful Survival check (DC 14).

6–8. **Nerfs.** Nerfs are frequently preyed upon by the vornskyr, divtos, veermoks. The nerfs watch the heroes nervously and flee if attacked. Heroes who kill the nerfs or drive away the small herd have a chance of attracting a nearby predator; roll again on this table.

Nerfs (2d4): See *Alien Anthology*, page 40, for statistics.

9–10. **Vornskyr.** This predator charges the heroes. Heroes who fail an opposed Spot check (against the vornskyr's Hide check result) are caught flat-footed.

Vornskyr (1): See area K2 (below) for complete statistics.

Herdship Jungle Habitat

The atmosphere, clouds, and sunlight are real enough, if artificially generated. All atmospheric conditions are created with an array of nearly invisible machines lining the dome of the habitat. The machines—even the dome itself—are concealed behind holographic projectors that create the illusion of sky and clouds. Any number of weather conditions can be simulated, including rainfall and early-morning fog. The passage of day and night occur in 25-hour increments, with ultraviolet rays produced by the weather array. The sun and moon, however, are merely optical illusions generated by advanced moving searchlights for the benefit of insects and other creatures that rely on these celestial bodies for navigational purposes.

Below the heroes' feet is rich soil taken from Ithor. However, it extends only so deep. After ten meters, the dirt gives way to a layer of solid metal. A network of tiny tubes feed nutrients throughout the soil where needed.

The area linking the domed habitat to the rest of the ship is comprised of a large ring with doors on the inner portion leading to the habitat and matching doors on the outer rim heading to the other areas of the herdship. The ring is designed to contain animals that manage to escape the habitat. Normally, the ring is filled with breathable air, but after the heroes are trapped inside, the air is blown out into space. Should the heroes somehow penetrate the inner ring,



they will find themselves thrust into an airless void. Fortunately, all of the major entrances have warning panels that indicate unsafe conditions on the other side.

about the jungle habitat and take a walk within the domed area. When this happens, they will hear the sound of the blast doors closing behind them and shortly thereafter wander into Troper and Venra, who seem quite distraught.

If the heroes have no desire to see the jungle within the herdship, at some point have them make a Spot check (DC 15). On a successful roll, they notice two Ithorian crew members walking down the hallway, engaged in a hushed discussion. A successful Listen check (DC 15) reveals their conversation. They know that the jungle habitat is about to be sealed for maintenance and are wondering why it wasn't checked for sentient beings. One of the Ithorians says that he saw some Humans enter the habitat, but he knows that the orders were to avoid the area completely. If the heroes go to the jun-

gle habitat to investigate, they will hear the sound of the blast doors closing behind them, and shortly thereafter they'll wander into Troper and Venra. If the heroes still refuse to act, knowing that lives might be in danger, assign them all one dark side point and move on to another adventure.

Overview of the Jungle

The herdship's habitat is 25 kilometers in diameter. The most obvious landmark, which can be seen from any clearing within the central habitat, is a slate-gray mountainous rise against one wall. A small waterfall pours down the stones, spilling into a lake that empties into a river, which winds across the habitat, eventually coming to an end on the opposite side. The water is relatively pure, with few of the bacteria normally found in the wild.

The players can take some comfort in the fact that there are very few viruses and bacteria in the enclosure. Even so, nothing can be certain in such an environment. Each time a hero takes wound damage through injury, he or she must succeed at a Fortitude save (DC 15) or the wound becomes infected. No natural healing takes place until the wounds are cleaned and bound (requiring DC 15 Treat Injury check). Any successful use of the Heal Self or Heal Another force abilities also relieves the infection.

Gargantuan trees proliferate the jungle, many of them over 100 meters tall and spaced only 10 or so meters apart. The Ithorians take great pains to clear out large sections of the forest, leaving in their place a series of clearings and trails used for various recreational activities. Only small shafts of sunlight penetrate the canopy to light the

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jungle floor. Everywhere the heroes look, the jungle is teeming with life. Hundreds of species of trees, plants, insects, and animals fill this miniature biosphere—and unlike most Ithorian herds, this jungle is home to some very dangerous creatures.

After encounter P1 the heroes will then be forced to decide whether to arm themselves with weapons constructed from elements found in the nearby jungle, or fight unarmed. With a successful Craft (weaponsmithing) check (DC 10, can be used untrained), the heroes can craft clubs, knives, quarterstaves, spears, nets, slings, bows and arrows. In any case, you should make the Craft check, not the player. On a failed check, the fabricated item appears normal but breaks after 1d4 successful uses or attacks.

Aside from the savage creatures that have been unleashed, the biosphere presents few natural threats. However, finding food, water, or shelter requires a successful Survival check (DC 10). Food generally consists of leaves, berries, roots, and insects unless the heroes hunt nerfs or other animals. Nerfs have a weekly grazing pattern that connects most of the clearings in the jungle. The heroes can move at normal speed while following a nerd trail, but their movement is halved while trying to blaze their own trails through the rainforest.

Encounters in the Jungle

As previously noted, there are three types of encounters: random, keyed (to the adventure map), and planned.

KEYED ENCOUNTERS (K1–K5)

These encounters are keyed to the map of the jungle habitat.

K1. Quicksand. This clearing is covered in sand, two-thirds of which has become quicksand. A veermok has staked a claim nearby and has already learned the hard way where the patches of quicksand are located. It is able to move around the area without fear of falling into the quicksand. As the heroes approach, read or paraphrase the following:

You arrive at a sandy clearing. The trail seems to break up and disappear at this point, then continues on the far side of the clearing.

Due to constant winds, and the fact that Dayla wants to hide the threat posed by the quicksand, nerd and veermok footprints that might reveal safe paths through the clearing have been painstakingly removed. When the heroes move too close to the quicksand, they must succeed at a Reflex save (DC 20) to avoid sinking.

Once in the quicksand, a character has 2d4 rounds to escape. A character who cannot free herself in that time sinks below the sand and begins suffocating. For rules on suffocation, see page 217 in the *Star Wars Roleplaying Game*. To escape the quicksand, a character must either succeed at an Escape Artist check (DC 15) or a Strength check (DC 15). Heroes who are not caught in the quicksand can aid a sinking character with a successful Strength check (DC 10); success gives the sinking character a +2 bonus to her Strength check to escape.

Lurking in the underbrush on the far side of the clearing is the veermok. Have the heroes make a Spot check against the veermok's Hide check to see whether it is detected, giving the veermok a +8 concealment bonus.

The veermok waits until one or more heroes are caught by the quicksand before lunging forth. If there are no heroes free of the quicksand, it tries to "fish out" the nearest one without getting caught itself.

Veermok (1): Predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 14 (+4 Dex); Spd 15m; VP/WP 39/15; Atk +6 melee (1d4, 2 claws), +4 melee (1d6, bite), +4 melee (1d6, gore); SQ Low-light vision, pounce; SV Fort +7, Ref +9, Will +2; S2 M; Rep 5; Str 10, Dex 18, Con 15, Int 2, Wis 11, Cha 16; Challenge Code: D.

Skills: Hide +8, Intimidate +12, Jump +8, Move Silently +12, Spot +9.

Feats: Dodge, Improved Initiative, Multiattack.

Special Attacks: Pounce—A pouncing veermok can make a full attack even though it has already moved.

Physical Description: Veermoks are ferocious quadrupedal predators capable of walking on their hind legs.

K2. Vornskyr Ambush. Because vornskys are nocturnal hunters, it would be best to keep the heroes distracted with random encounters until after "night" falls in the dome before allowing them to reach this clearing.

Two vornskys lurk in the foliage. If they sense the presence of a Force-user, they will assume that the character is their natural enemy, the ysalamiri, and attack him first. A vornskyr reduced to one-third of its total vitality points flees to its lair (area K3). Any hero with the Track feat can follow the tracks to the lair with a successful Survival check (DC 15).

Vornskys (2): Forest predator 8; Init +2 (Dex); Defense 17 (+2 Dex, +5 natural); Spd 16m; VP/WP 72/14; Atk +9 melee (1d6+1, 2 claws), +7 melee (1d8+1, bite), +7 melee (1d3+1 plus poison, tail) or +10 ranged; SA Poisonous tail; SQ Bonus vitality (+20 VP), Force-user, low-light vision; SV Fort +8, Ref +8, Will +5; S2 M; Rep 1; Str 12, Dex 15, Con 14, Int 6, Wis 16, Cha 16; Challenge Code: E.
Skills: Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +4.

Force Skills: Battlemind +7, Enhance Ability +7, Enhance Senses +8.

Feats: Multiattack, Track.

Force Feats: Control, Force Sensitive, Sense.

Special Attacks: Poisonous Tail—Fortitude save (DC 16); initial damage 1d4 points; secondary unconsciousness for 2d6 minutes.

Physical Description: Vornskys are canine quadrupeds with long legs and sharp claws. Their heads have narrow, forward-set eyes, small pointed ears, long muzzles, and fang-filled jaws. Their bodies are covered in a short layer of dark fur, and they have long whiplike tails.

K3. VORNSKYR SHELTER.

Tall grass grows in this clearing. On the far side you can see several trees that have fallen toward one another, creating a natural shelter. In the center of the clearing is a badly ripped piece of heavy blue canvas.

The vornskys sleep under the shelter created by the fallen trees. If the two vornskys from area K2 retreated to this area,

there will be a total of four in this area. The other two are cubs that hide in the enclosure and do not enter combat.

Once the adults are dealt with, heroes can attempt to coax the cubs out of the shelter with a successful Handle Animal check (DC 23). If the vornskyr parents are slain, a hero capable of handling the cubs can try to raise and train them as pets. These young vornskys have yet to master force skills and feats. (Note that heroes should receive no experience points for killing these harmless creatures.)

The blue piece of canvas in the middle of the clearing belonged to an Ithorian maintenance worker who blundered into one of the adult vornskys. The Ithorian managed to escape the habitat but was forced to drop his maintenance pack. The vornskys dragged the pack to the shelter. Within the pack were two scanning devices that contained fully charged power packs. Heroes searching the shelter (DC 15 Search check) notice the scanners and other tools hidden among the leaves and other debris. The cubs have destroyed the scanners by chewing on them, but the two power packs are in good condition and salvageable.

The Hoojibs fear the vornskys and stay away from this area; thus, their power-draining effect has not depleted the charges on the power packs. The Hoojibs won't disrupt the energy in these power packs if the heroes have successfully communicated with them and convinced them that they can help. Otherwise, when the heroes leave the vicinity and reenter the jungle proper, the Hoojibs return and deplete this source of power.

K4. NERF HERD

Ahead you see a beautiful lake enclosed by a large clearing and backed by a tall rock structure that resembles a small mountain range. A waterfall cascades down the mountainside.

A large herd of nerfs fills the clearing. The creatures have an obnoxious odor, dull horns that curve from their heads, and tangled masses of grungy hair. The herd appears to be grazing on the grass and drinking from the lake.

There are twenty-five nerfs present. Despite their repulsive appearance, nerf

meat is a highly prized source of food in the galaxy. If the heroes have been stuck in the habitat for quite some time, they might wish to slaughter a nerf or two so they can have food to eat. Since these nerfs aren't domesticated and are used to being hunted, any hero approaching a nerf must make a successful Handle Animal check opposed by the creature's Wisdom check. A failed check causes the nerf to move away at its normal speed. If the hero fails her Handle Animal check by more than 5 or slaughters a nerf in front of the herd, she spooks the other animals and causes them to stampede. Stampeded nerfs take the quickest route out of the area, even if that route happens to be directly through the heroes! Characters caught in a nerf stampede must succeed at a Reflex saving throw (DC 17) or be knocked down and take 2d6 points of damage. If the heroes butcher a nerf and cook the meat without first moving 2 kilometers away from this location, they will draw the attention of the gasnit, which lives in a cave behind the waterfall across the lake. In this eventuality, run encounter P3.

Nerfs (25): See *Alien Anthology*, page 40, for statistics.

K5. Cave of the Gasnit. The mouth of this cave can be seen by heroes near the base of the waterfall who succeed at a Spot check (DC 10). Within this cave lives the gasnit, a creature Dayla and Hereven know all too well. If the heroes encounter the gasnit here, Trooper behaves in the same manner described in encounter P3. If they investigate the cave mouth behind the waterfall, read or paraphrase the following:

This warm, dark cave smells of water and rotting meat. The cave is roughly 30 meters deep, 10 meters wide, and 20 meters high. Steam issues forth from a large, conical geyser at the back of the cave. Countless bones litter the floor, which is slick with moisture.

If the heroes have not yet encountered the gasnit, it will be in the geyser when the heroes enter the cave. The geyser is hot enough to cook most animals within a matter of seconds, and the chemicals, though odorless, are toxic.

The geyser is artificially created to house the gasnit; it is also programmed to erupt when hidden sensors detect intruders coming within 20 feet of the geyser. When one or more characters enter, the geyser erupts (see below). This annoys the gasnit and causes it to emerge and attack anyone it sees. Although it has the option of flying away at any time, it is unlikely to retreat until all of its vitality points are gone.

Characters within 30 feet of the geyser when it erupts must succeed at a Reflex saving throw (DC 18) or be scalded by the steam and poisoned by the chemical spray. Affected characters must make a Reflex saving throw (DC 15) or take 3d6 points of heat damage (half if the save succeeds). In addition, characters must make a Fortitude saving throw (DC 18) or take 1d4 points of initial Constitution damage from the poison, followed by 2d4 points of secondary Constitution damage the following day. A successful Fortitude save (DC 18) will avoid the secondary effects of the chemical damage entirely. See page 219 of the *Star Wars Roleplaying Game* for poison rules. Because the gasnit is at home in the chemical geyser, it sustains no damage from the geyser's heat or the chemicals.

Gasnit (1): Airborne Predator 6; Init +0; Defense 16 (-2 size, +8 natural); Spd 6m, fly 20m; VP/WP: 72/52; Atk +16/+11 melee (2d6+10 plus poison, bite), +11/+5 melee (1d6+5, 2 wings) or +16 melee (2d4+10, 2 claws); SA Poisonous bite, improved grab; SQ Scent, heat resistance 10, poison immunity, low-light vision, darkvision (20m); SV Fort +12, Ref +5, Will +3; SZ H; Rep 2; Str 30, Dex 10, Con 26, Int 3, Wis 12, Cha 9; Challenge Code: D.

Skills: Intimidate +3, Listen +10, Move Silently +3, Spot +10*.

Feats: Alertness, Blind-Fight, Flyby Attack.

*Gasnits receive a +4 species bonus to Spot checks when flying during daylight hours.

Special Attacks: Poisonous Bite—Fortitude save (DC 20); initial damage 1d6 temporary Constitution; secondary damage 2d6 temporary Constitution.

Improved Grab—To use this ability, the gasnit must hit with both claw attacks. If it gets a hold, it hangs on and bites. If a gasnit gets a hold on a Medium-size or smaller

Welcome to the Jungle

creature, it automatically deals damage with both claws and its bite each round the hold is maintained. The gasnit can drop a creature it has grabbed as a free action or use a standard action to fling it aside. A flung creature travels 1d4 × 10 feet and takes 1d6 points of damage per 10 feet flung. If the gasnit flings its prey while flying, the flung creature suffers this amount of falling damage, whichever is greater.

Physical Description: Gasnits have gray fur, long needlelike teeth, and sharp claws. They prefer to sleep inside great chemical geysers, which are plentiful on their homeworld. While these geysers are deadly to many species, gasnits have a high tolerance for heat and are immune to poison.

PLANNED ENCOUNTERS (P1–P4)

These encounters are meant to be played in order, although they are not restricted to a specified location.

P1. The Hoojib Imperative. Within a minute of the blast doors closing, ten Hoojibs approach the heroes. Read or paraphrase the following to the players:

In the nearby trees you hear a low chattering sound. Ten sets of wide

eyes appear and stare at you from the nearby trees. A furry white face with long whiskers, large round eyes, and large ears pokes out of the foliage. From between the creature's eyes rises a thin antenna.

These creatures are the Hoojibs, a sentient race of beings sent by Dayla to neutralize any powered weapons or equipment Troper (and the heroes) might be carrying. Although the Hoojibs are quite intelligent, they easily pass themselves off as cute furry animals. An innate characteristic of the Hoojibs is that they feed by siphoning energy from the nearby sources (like blaster pistols, power packs, and droids).

The Hoojibs have been promised freedom in exchange for their servitude. The ten Hoojibs emerge from the trees and immediately run toward the heroes. The Hoojibs do not attack; rather, they rub themselves against the heroes' legs, attempt to jump up into their arms, and act like they are begging for food. After behaving in this manner for several rounds, making contact with all powered equipment carried, they scamper back to the trees and hide in the foliage. The heroes will then be followed by 1d4+2 Hoojibs for the remainder of the time they are in the jungle—to keep

rechargeable equipment from functioning.

In truth, the

Hoojibs are frightened of the risks involved in Dayla's plan. They are part of a group of 25 Hoojibs currently in the jungle. Originally taken as slaves a year ago by the Wookiees Fahnark and Friyahir, the Hoojibs were instructed to feed upon all the energy carried by Troper and anyone who might be with him—or meet a terrible fate.

Heroes who make a successful Knowledge (alien species) check (DC 25) realize that the Hoojibs are sentient and that this is not normal behavior for them. They

will also know about the energy-draining powers of the Hoojibs. Heroes with the Force skill Telepathy will be able to communicate with the Hoojibs. A hero capable of communicating with the Hoojibs who succeeds at a Diplomacy or Friendship check (DC 12) can befriend them. Once a dialogue is established, the Hoojibs bravely use their own telepathic ability to convey their predicament involving the Wookiees. If the heroes have a plan to thwart Dayla and the Wookiees—one that promises safety and freedom for the Hoojibs—the Hoojibs leave them alone and no longer drain their energy sources and reserves. Otherwise, unless the heroes can keep the Hoojibs more than 4 meters from them, there is little chance that they can prevent their weapons from being drained of all energy.

Note that heroes should receive no experience points for killing the Hoojibs, and you might even consider giving a dark side point to any hero who participates in their massacre.

Hoojibs (10): Init +1 (Dex); Defense 15 (+1 Dex, +4 size); Spd 3m; VP/WP —/6; Atk —3 melee (1d2–3, bite) or energy drain or +5 ranged; SQ Energy drain, telepathy; SV Fort —3, Ref +1, Will +2; SZ D; FP 0; DSP 0; Rep 0; Str 4, Dex 12, Con 6, Int 12, Wis 14, Cha 12; Challenge Code: A.

Special Qualities: Energy Drain—By being in physical contact with a piece of equipment or living being that contains energy of any sort, a Hoojib can absorb that energy. A Hoojib can also attempt to drain an object within 4 meters by making a successful DC 10 Constitution check. For power packs, droids, and other inanimate objects, a Hoojib can drain 1d3 shots or hours of usage per round, or vitality points in the case of certain droids.

Telepathy—A Hoojib can communicate telepathically with any number of sentient beings within 500 meters. A being that wishes to resist telepathic contact with a Hoojib must roll a Will save against DC 12 + the Hoojib's Wisdom bonus. A successful saving throw denies the Hoojib telepathic contact, although the character in question knows that a Hoojib (or something) has attempted to invade his or her mind. The Hoojib can



continue to attempt to establish contact for as long as the target is within range. All beings that receive telepathic communication from a Hoojib "hear" the message in their own primary language.

Physical Description: Hoojibs have white fur tinged with yellow or blue. Their heads and faces are dominated by their large ears and eyes, between which a single thin antenna bobs up and down. They vary in length from 20 to 30 centimeters.

P2. Against the Wookiees. This encounter takes place 15 hours after the heroes become trapped in the jungle habitat. This encounter should occur at night. If the heroes have a lookout, have the hero on watch make an opposed Spot check against Fahraark and Friyahrr's Hide checks. The Wookiees sneak into the heroes' camp under the cover of darkness.

The Wookiees' proximity to the Hoojibs has drained the power in their bowcasters. This does not discourage Fahraark and Friyahrr in the slightest. They attack the heroes with slings, then move in with clubs they crafted themselves. Neither Wookiee rages at this time.

If either Wookiee loses 75% of his vitality points, they retreat into the jungle, attempt to shake off pursuers, and eventually rejoin Dayla and Hereven. Wookiees who survive this encounter will accompany Dayla in the final encounter.

If Fahraark or Friyahrr is captured and questioned, he is reluctant to communicate with the heroes. However, a successful Intimidate check (DC 16) or Affect Mind

check (see page 84 of the *Star Wars Role-playing Game*) enables the heroes to learn of the Wookiee's allegiance to "Lady Ahnkan" as well as her hatred of Millac Troper. Another successful skill check is required to persuade the captured Wookiee to reveal Lady Ahnkan's true name and her reasons for trapping Troper in the habitat.

Fahraark and Friyahrr, Wookiees (2): See "Gamemaster Characters" sidebar.

P3. Hunting Gasnit. If the heroes have not yet encountered the gasnit in area K5, run the following encounter. Otherwise skip to encounter P4.

Twenty hours after the heroes enter the jungle, the sun rises. This is when the gasnit decides to leave its lair and hunt for food. Usually it feeds on a nerf or two. The beast likes variety, though, and quickly catches the scent of the heroes. The gasnit will approach the heroes by air.

You hear the beating of massive wings in the distance, and see the shadow of an enormous creature descending toward you from the leafy canopy above. The creature is covered in dark gray fur. Its ears are short and pointed, its mouth filled with long sharp teeth. At the ends of its great, batlike wings are huge, flexing claws.

The gasnit cannot surprise the heroes, so resolve initiative normally. The gasnit attacks the heroes until reduced to 20 vitality points, at which time it flies back to its cave. Heroes who make a successful

Listen check (DC 25) can determine which direction it flew.

Upon seeing the monster, Troper grows weak and collapses for 3 rounds. Seeing this creature brings back dread memories of the world where he abandoned Dayla Kev so many years ago. If asked about this onset of weakness, Troper tries to bluff the heroes into thinking that he was simply taken aback by the "fierce-looking beast." Heroes who succeed at a Sense Motive check (opposed by Troper's Bluff check) realize that Troper is not being altogether forthright. If the heroes press the issue, a successful Diplomacy check (DC 25) prods Troper into revealing the events that transpired all those years ago.

Gasnit (1): See the "New Creature" sidebar for statistics.

P4. Dayla and Hereven Revealed. Twenty-four hours after the heroes enter the jungle, assuming they haven't found a way to escape, Dayla runs out of patience. She recognizes that the meddlesome heroes have saved Troper's life on more than one occasion, and so she has resolved to confront them directly. She is joined by her son Hereven and the Wookiees (assuming they survived the previous encounter with the heroes).

Before attacking, Dayla makes certain that Troper knows who it is that brought about his destruction. Read or paraphrase the following to the players, modifying the text if one or both Wookiees are not present:



Welcome to the Jungle

An oval repulsorlift platform slowly descends through the thick jungle canopy, drifting softly. Atop the platform is a haggard woman in her fifties, a pair of Wookiees, and a middle-aged man dressed in tight-fitting black garments.

The repulsorlift platform hovers six meters above the ground, and the woman begins to speak. "Milac Troper, the last vision I had of you was you running away from the gasnit on that cursed planet. You should know that my husband is dead thanks to your cowardice, and I wasted the best years of my life fighting for survival on that horrible planet. What you have faced here is but a taste of what my son and I endured by your hand."

Allow the heroes a chance to react. If they take no hostile actions or turn to confront Troper, continue reading:

Shamefaced, Troper takes a tentative step forward. "Dayla, I know that I deserve to die for abandoning you. That act of cowardice has haunted me for years. I can say that I have saved countless lives in my diplomatic career. If you spare our lives, I promise not to let any harm befall you as the result of your actions this day."

The woman appears to consider Troper's words, but the man at her side shakes his head violently. "No, this man must pay for what he did to us!" With that, he jumps from the platform and lands with the sinister grace of a feline predator.

Hereven, a dark side marauder (as described in *The Dark Side Sourcebook*), uses the dark side of the Force strictly for his own evil purposes. There is still some hope Dayla can be reasoned with (an opposed Diplomacy check will suffice), but Hereven delights in using every power at his disposal to bring about Troper's destruction.

Roll initiative normally for Dayla, Hereven, and the Wookiees. Even if Dayla is deterred from entering into combat, the Wookiees will be bent on revenge for the injuries they sustained earlier. Hereven

does not cease his attacks until Troper is dead at his feet. Statistics for these characters are given in the "Gamemaster Characters" sidebar.

The repulsorlift service platform has a number of storage compartments and control panels that allow one to control the environment in the habitat. Dozens of cameras located throughout the dome feed information to the platform's aboard monitors, allowing maintenance personnel (and now Dayla) to keep track of animal movements. Atmospheric conditions, weather patterns, soil nutrients, and oxygen levels can be monitored and adjusted. A successful Computer Use check (DC 15, can take 10) is required to make adjustments to the current environment.

REPULSORLIFT SERVICE PLATFORM

Craft: Xanjar Levitator SU-4; **Class:** Air; **Cost:** 12,000 (new), 6,000 (used); **Size:** Large (5 meters); **Crew:** Normal +2 (1 pilot); **Passengers:** 6; **Cargo Capacity:** 100 kilograms; **Speed:** 20 meters (max. speed 50 km/h); **Altitude:** up to 250 meters; **Defense:** 14* (-1 size, +5 armor); **Hull Points:** 20; **DR:** 5; **Weapon:** None

**The SU-4 repulsorlift service platform provides one-half cover to the pilot and passengers.*

Concluding the Adventure

If the heroes are victorious, Captain Roogak of the *Galactic Horizon* attempts to distance himself from the plot to kill Troper as quickly as possible. He claims that Dayla knew of some dishonest dealings he'd had in the past and used this to commandeer his jungle habitat. Although his story is dubious, he atones by offering healing and free use of the herdship's Bacta tanks to any characters badly injured while inside the dome. He is also willing to imprison Dayla, Hereven, and the Wookiees if any of them survived the final encounter. Unless the heroes stick around to see Dayla and company handed off to the appropriate authorities, Roogak allows them to leave once the heroes have gone. If this happens, Hereven might become a recurring villain in your ongoing campaign.

While the Ithorian captain is able to control his crew, he fears what would happen if word of his actions spread to

the mother jungle of Ithor (or the Meet, if this takes place after the Yuuzhan Vong destroy Ithor). If the party leverages this against him, they receive a +4 circumstance bonus to Diplomacy checks when dealing with him.

Once the business between Dayla and Troper is resolved, Captain Roogak must deal with the creatures that are spoiling the sanctity of his jungle. As he was well paid, he was willing to tolerate their presence on the *Galactic Horizon*, but now that Dayla's plan has played itself out, he wants to be rid of them. Unless the heroes do something to stop him, Roogak has the more hostile predators and the Hoojibs rounded up and jettisoned into space. (The gasnit proves too difficult to trap and must be killed.)

The Hoojibs will want off the *Galactic Horizon* as soon as it comes out of hyperspace. If the heroes helped liberate them from the Wookiees, the Hoojibs owe them a debt of gratitude. How they repay that debt is up to the heroes. ☐

Gamemaster Characters

Detailed below are the characters the heroes are likely to meet in the course of completing this adventure:

VENRA ANDSOR

Venra is a delicately built 25-year-old Human woman with olive skin and dark hair and eyes. She dresses either in dark, semi-formal clothing or in the gray uniform of a member of the Imperial Diplomatic Corps, depending on when the adventure is set. Her manner can best be described as guarded, and her body language and facial expressions rarely betray her mood or reveal what she is thinking.

Venra, unaccustomed to the wilderness, is terrified once it becomes apparent that she is trapped in a wild and dangerous environment. Although she tries to hide her fear, she must make a Will save (DC 12) whenever a dangerous situation confronts the group. If she fails the roll, she's frozen with fear for 1d4 rounds. Successful use of the Command class ability or the Intimidate skill (DC 14) breaks the "spell," at which point Venra follows whatever orders are shouted.

Venra Andsoh: Female Lorrdian (Near-Human) Dip 4; Init +1 (Dex); Defense 12 (+1 Dex, +1 class); Spd 10m; VP/WP —/9; Atk +1 (melee (1d3+1, punch), +3 ranged; SQ Lorrdian cultural restrictions/bonuses; SV Fort +0, Ref +2, Will +4; SZ M; FP 1; DSP 0; Rep 3; Str 8, Dex 13, Con 9, Int 12, Wis 11, Cha 14.

Equipment: Comlink, datapad.

Skills: Bluff +9, Computer Use +5, Diplomacy +13, Disguise +6, Gather Information +4, Intimidate +6, Knowledge (bureaucracy) +5, Knowledge (galactic politics) +5, Profession (bureaucrat) +5, Read/Write Basic, Speak Basic, Speak Lorrdian, Search +3, Sense Motive +12, Sleight of Hand +3.

Feats: Persuasive, Sharp-Eyed, Skill Emphasis (Sense Motive), Weapon Group Proficiency (simple weapons).

Special Qualities: Lorrdian cultural restrictions/bonuses—Lorrdian society evolved under the yoke of alien oppressors who forbade them to speak in public. As such, they developed an intricate sign language consisting of hand gestures, body postures, and subtle facial ticks with which they can express even complex concepts. This language is considered the native tongue of Lorrdians, although most Lor-

rdians speak and understand Basic. Further, Lorrdians are experts at using visual cues in the body postures and vocal intonations of other beings to determine what they are thinking and feeling. The 4 bonus points that Lorrdians receive as Humans during character creation must be assigned to the Sense Motive skill.

Although they have long been emancipated, the Lorrdian non-vocal language remains the focal point of their culture.

Lorrdian is treated like the Twi'lek language Lekku, but the characters must be within 4 meters of one another if the "conversation" is particularly complex, since facial ticks need to be visible.

HEREVEN KEV

Dayla's desire for revenge coupled with the allure of the dark side has twisted Hereven. He revels in the power of the dark side, taking perverse delight in using the Force to toy with his opponents. Hereven prefers to use and sustain multiple Force abilities to torment prey, often combining the effects of Move Object, Illusion, Fear, and Force Push before moving in for the quick kill.

Hereven Kev: Human Male FA 5/DSM 5; Init +1 (Dex); Def 18 (+1 Dex, +7 Class); Spd 10m; VP/WP 67/13; Atk +9/+4 (melee (2d6+1, vibroblade), +9/+4 ranged; SQ Force weapon +1d4; SV Fort +8, Ref +8, Will +5; SZ M; FP 3; DSP 7; Rep 3; Str 13, Dex 12, Con 13, Int 12, Wis 11, Cha 12.

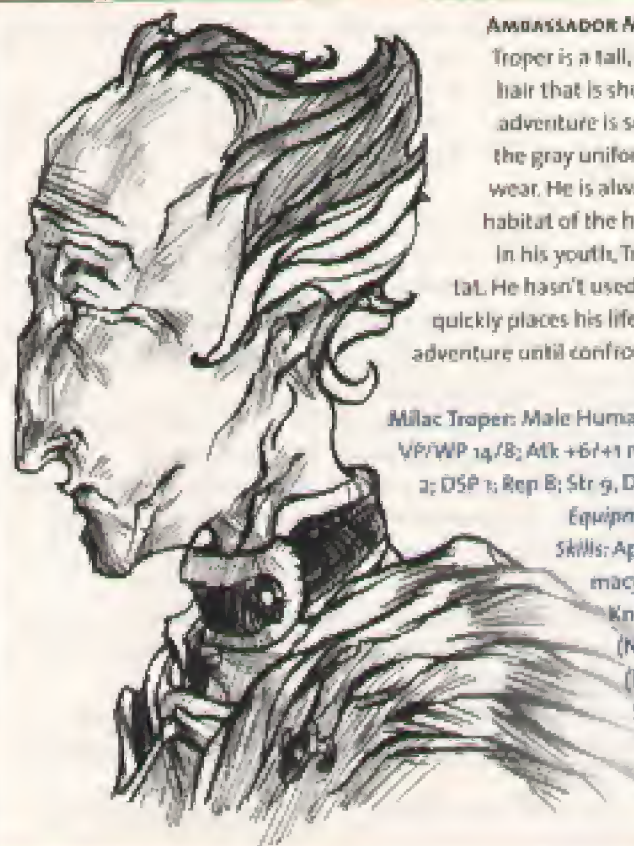
Equipment: Comlink, vibroblade.

Skills: Climb +4, Hide +4, Intimidate +4, Jump +4, Listen +5, Move Silently +5, Read/Write Basic, Search +3, Sense Motive +3, Speak Basic, Speak Shyriiwook, Spot +4, Survival +4, Swim +3, Treat Injury +3.

Force Skills: Affect Mind +7, Drain Energy +3, Enhance Ability +9, Fear +10, Force Grip +10, Force Push +9, Heal Another +4, Heal Self +9, Move Object +9.

Feats: Alertness, Force-Sensitive, Martial Artist, Power Attack, Quickness, Sharp-Eyed, Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons).

Force Feats: Alter, Dissipate Energy, Hatred, Rage, Sense.



AMBASSADOR MILAC TROPER

Troper is a tall, well-kept human male in his mid-sixties, with an iron-gray beard and hair that is shot through with streaks of white. Depending on the era in which this adventure is set, he either wears the traditional purple robes of a Republic diplomat, the gray uniform of a member of the Imperial Diplomatic Corps, or elegant formal wear. He is always immaculate in his appearance—until he is locked in the central habitat of the herdship.

In his youth, Troper was a scout—a detail he'll quickly share once trapped in the habitat. He hasn't used his survival skills in 25 years, however. Troper is not foolhardy and quickly places his life in the herds' hands. He remains a pillar of confidence throughout the adventure until confronted by the gasmil or Dayla Kev.

Milac Troper: Male Human Sct 3/Dip 10; Init +1 (Dex); Defense 15 (+1 Dex, +4 class); Spd 10m; VP/WP 14/8; Atk +6/+1 (melee (1d3+1, punch), +8/+3 ranged; SV Fort +4, Ref +6, Will +11; SZ M; FP 2; DSP 1; Rep 8; Str 9, Dex 12, Con 8, Int 12, Wis 11, Cha 13.

Equipment: Comlink, datapad.

Skills: Appraise +3, Astrogate +8, Bluff +7, Climb +2, Computer Use +11, Diplomacy +16, Disguise +3, Gather Information +6, Hide +5, Intimidate +3, Knowledge (alien species) +7, Knowledge (Human cultures) +7, Knowledge (Near-Human cultures) +7, Listen +7, Move Silently +6, Pilot +8, Profession (bureaucrat) +8, Read/Write Basic, Read/Write Ithorian, Repair +5, Search +6, Sense Motive +7, Sleight of Hand +3, Speak Basic, Speak Ithorian, Spot +5, Survival +5.

Feats: Alertness, Fame, Iron Will, Persuasive, Spacer, Starship Operation (space transport), Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

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SUPPORTING CHARACTERS

Fahraark: Wookiee Male Scl 6; Init +1 (Dex); Def +8 (+1 Dex, +7 class); Spd 10m; VP/WP 40/14; Atk +8 melee (1d6+4, club), +5 ranged (1d4, sling bullet); SQ Wookiee rage, extraordinary recuperation, illicit barter, better lucky than good, sneak attack +3d6; SV Fort +4, Ref +6, Will +2; SZ M; FP 3; DSP 3; Rep 3; Str 19, Dex 12, Con 14, Int 14, Wis 10, Cha 10.

Equipment: Bowcaster (energy depleted by Hoojibs), club, sling with 50 bullets.

Skills: Appraise +6, Astrogate +5, Bluff +5, Climb +7, Computer Use +5, Demolitions +7, Diplomacy +2, Disable Device +6, Disguise +2, Hide +8, Intimidate +8, Jump +6, Knowledge (criminal organizations) +6, Knowledge (spacer lore) +6, Listen +8, Move Silently +8, Pilot +5, Profession (merchant) +8, Read/Write Shryllwood, Repair +6, Search +8, Sleight of Hand +4, Speak Basic, Speak Shryllwood, Spot +8, Tumble +6.

Feats: Alertness, Skill Emphasis (merchant), Weapons Group Proficiency (blaster pistols, simple weapons, vibro weapons).

Friyahm: Wookiee Male Scl 3/Sol 2/FA 1; Init +5 (+1 Dex, +4 Improved Initiative); Def 16 (+1 Dex, +5 class); Spd 10m; VP/WP 39/13; Atk +9 melee (1d6+5, club), +5 ranged; SQ Wookiee rage, extraordinary recuperation, SV Fort +7, Ref +4, Will +5; SZ M; FP 2; DSP 4; Rep 1; Str 20, Dex 13, Con 13, Int 12, Wis 12, Cha 12.

Equipment: Bowcaster (energy depleted by Hoojibs), club, sling with 50 bullets.
Skills: Astrogate +7, Climb +7, Computer Use +5, Hide +7, Intimidate +7, Listen +7, Move Silently +7, Pilot +3, Read/Write Shryllwood, Repair +9, Speak Basic, Speak Shryllwood, Spot +3, Survival +3.

Force Skills: Enhance Ability +9, Force Grip +7, Move Object +5.

Feats: Armor Proficiency (light, medium, heavy), Force-Sensitive, Gearhead, Improved Initiative, Skill Emphasis (Enhance Ability), Starship Operation (space transport).

Force Feats: Alter.

Captain Roogak: Ithorian Male Nbl 9; Init +1 (Dex); Def 18 (+1 Dex, +7 class); Spd 10m; VP/WP 40/14; Atk +8/+11 melee (3d6, blaster pistol) or +7/+7 ranged; SQ +2 species bonus on Knowledge (nature) checks, +4 species

bonus on Survival checks, +1 species bonus on Will Saves, 2 favors, Inspire Confidence +2, Command +4, Pilot as class skill; SV Fort +5, Ref +2, Will +6; SZ M; FP 0; DSP 1; Rep 7; Str 11, Dex 12, Con 14, Int 17, Wis 8, Cha 14.

Equipment: Comlink, datapad, tool kit.

Skills: Bluff +14, Diplomacy +14, Knowledge (nature) +17, Pilot +15, Ride +4, Sense Motive +11, Survival +7.

Feats: Improved Initiative, Spacer, Starship Operation (capital ship).

Herdship Crew Member: Ithorian Exp 3; Init 0; Def 11 (+1 class); Spd 10m; WP 11; Atk +3 melee, +2 ranged; SQ +2 species bonus on Knowledge (nature) checks, +4 species bonus on Survival checks, +1 species bonus on Will Saves; SV Fort +1, Ref +1, Will +5; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 10, Con 11, Int 14, Wis 11, Cha 13.

Equipment: Comlink, datapad, electrobinoculars, med pack, tool kit.

Skills: Astrogate +8, Computer Use +8, Knowledge (nature) +10, Knowledge (architecture) +8, Pilot +6, Repair +8, Survival +10, Treat Injury +6.

Feats: Endurance.

DAYLA KEV

Long years of bitterness have left Dayla haggard. She is nearly unrecognizable by Trooper, who has obviously led a much easier life. Despite her heroic story of survival, the need for retribution has sapped any joy she might have felt in her remaining years. Her connection with the dark side of the Force serves as her only remaining source of strength.

Dayla Kev: Human Female Scl 4/FA 8; Init +1 (Dex); Def 19 (+1 Dex, +8 class); Spd 10m; VP/WP 69/13; Atk +10/+5 melee (1d3+1, punch), +10/+5 ranged (2d6, slugthrower pistol); SQ Trailblazing, uncanny dodge (Dex bonus to Def), Force weapon +1d4, comprehend speech, Force talisman +2; SV Fort +7, Ref +7, Will +9; SZ M; FP 7; DSP 5; Rep 3; Str 12, Dex 12, Con 13, Int 14, Wis 12, Cha 12.

Equipment: Comlink, slugthrower pistol.

Skills: Astrogate +5, Climb +4, Computer Use +5, Demolitions +4, Diplomacy +3, Gather Information +3, Handle Animal +3, Hide +7.

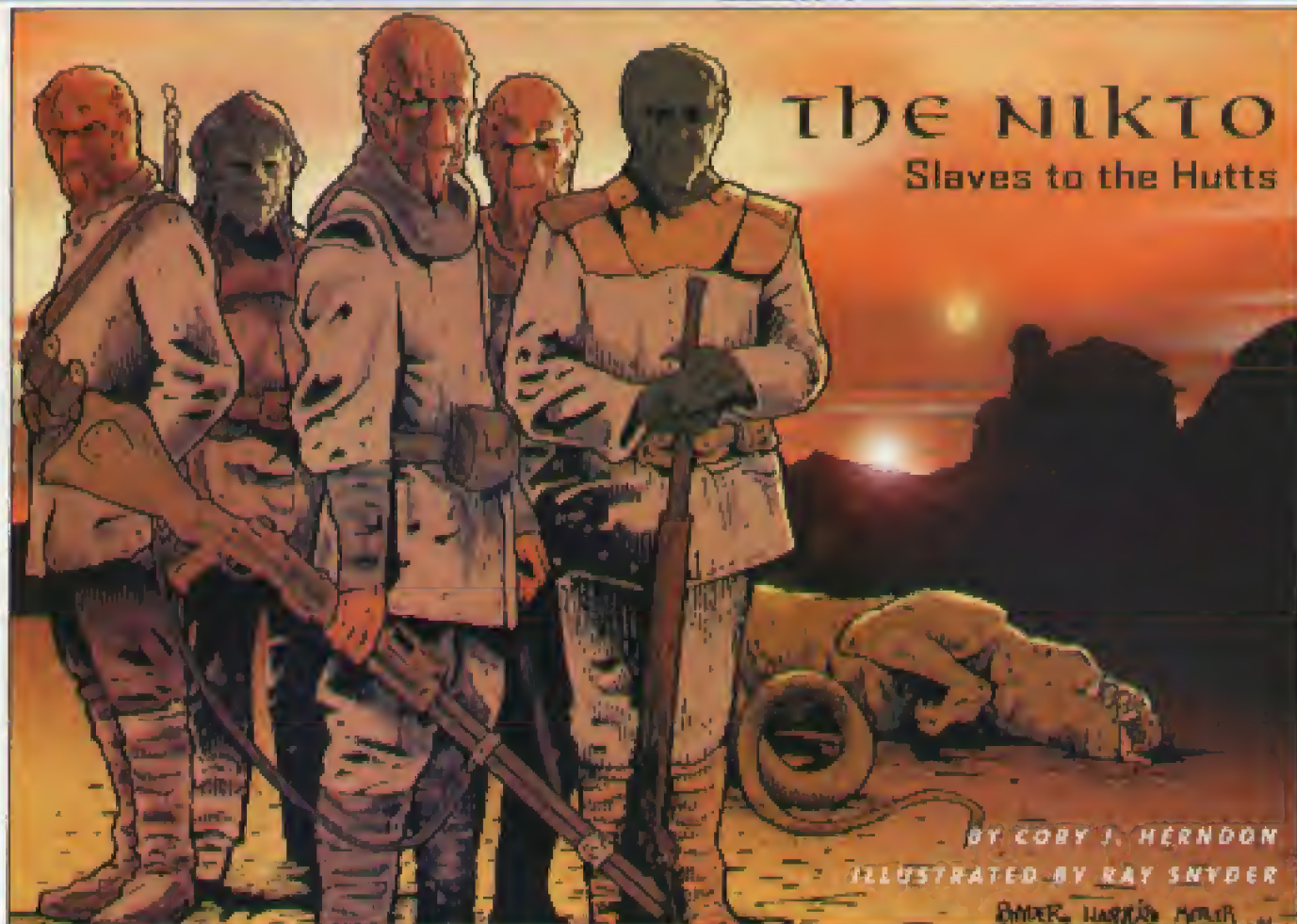
Knowledge (alien species) +5, Listen +5, Move Silently +7, Pilot +5, Profession (explorer) +5, Profession (merchant) +3, Read/Write (Basic, Ride +5, Search +7, Speak Basic, Speak Shryllwood, Spot +6, Survival +8, Swim +6, Treat Injury +4.

Force Skills: Affect Mind +8, Enhance Ability +7, Fear +6, Force Grip +9, Force Push +10, Friendship +10, Heal Another +9, Heal Self +8, Illusion +5, Move Object +9.

Feats: Animal Affinity, Force Sensitive, Track, Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Dissipate Energy, Force Lightning, Sense.





Renegade sentientologist Tem Eliss transmitted this most recent entry in his outlawed guide from a HoloNet node inside that dangerous (and somewhat nebulous) sector known as Hutt space. There he is believed to have studied all Hutt servant races to test his hypotheses concerning thousands of years of Hutt genetic and cultural manipulation.

physiology

The Nikto—one of three species nearly synonymous with "Hutt underling"—evolved on the planet Kintan. At first scan it is a fairly typical world deep in Hutt territory with a diverse but dangerous ecology. A closer examination reveals that nearly all life on Kintan (including the Nikto) has been affected by constant streams of radiation emanating from the death throes of nearby star M'weshuu. Traits and muta-

tions that would normally have taken millions of years happened over the course of thousands, leading to five quite different-looking (but genetically compatible) Nikto races, each adapted to their specific environmental niche.

All Nikto are reptilian humanoids with leathery skin, sometimes covered in spikes or horns. All five races also share deep black eyes covered with a protective membrane when necessary. Like their ancestors, they

employ a very small range of facial expressions simply because they lack the musculature. Their "staring" eyes and seemingly blank expression often leads others to underestimate Nikto intelligence. Life amongst the twisted mutations of Kintan and the casual brutality of the Hutts has left the Nikto extremely cunning and smarter than they appear.

CULTURE & HISTORY

Far-flung groups of Nikto rarely interbreed since the species has never developed their own hyperdrive technology. The Nikto developed many taboos on racial divides, supported by genetic diversity forced on them by their Hutt overlords. All five races are genetically compatible and can interbreed. In such unions (which have become more frequent since the Hutts enslaved the Nikto) offspring generally bear all the char-



acteristics of one or the other parent. Geneticists blame this oddity on the radiation from *Midweshuu*. Occasionally, a child of a "mixed union" bears traits of both parents—such a child usually does not live long, for all Nikto immediately treat the freakish half-breed as an outcast who can only enrich the community through his death.

Not all Nikto work for the Hutts, just as not all Humans served the Emperor. Most free Nikto still come from an enslaved species, however. During the Galactic Civil War many Nikto slaves escaped from Jabba the Hutt, for example. Most returned willingly to another Hutt who "inherited" them in accordance with custom, but a few took advantage of Jabba's demise to become free beings. These emancipated Nikto must constantly be on their guard; Hutt-employed slavers often try to capture them and return them to their "rightful owners."

THE CULT OF MIDWESHUU

Thousands of years ago, before their enslavement by the Hutts, Nikto astronomers discovered the dying, radiation-spewing star that they dubbed *Midweshuu* (a word with no real equivalent in Basic, it roughly translates as "untrustworthy stepbrother"). Although they had no knowledge of the effects caused by the star's radiation, many began to worship *Midweshuu* as a death god. This cult offered living, sentient sacrifices to their deity, and a bloody inquisition soon spread across Kintan. Thousands of "infidels" who did not acknowledge the holiness of *Midweshuu* were put to death. Thousands more joined the cult and spread its beliefs even to every corner of the Nikto homeworld.

Enter the Hutts. After the cult of *Midweshuu* ruled planet for thirty standard years, Hutt merchants—seeking control of the Kintan system for a strategic advantage over competitors—visited the planet. They were impressed by the cult's control of the entire planet from a relatively small stronghold on the northern continent. A Hutt named Churabba also saw what the leaders of the cult could not: that many of the *Midweshuu*'s "loyal subjects" were in fact a disgruntled people ripe for rebellion. Churabba

ordered the orbital bombardment of the cult's stronghold and became the savior of the entire Nikto species. The grateful Nikto almost immediately entered into an agreement similar to the one which already saw the Klatooinians and the Vodians in servitude to the Hutts. This pact has stood almost unbreakable for thousands of years, although the cult of *Midweshuu* has returned in one form or another several times over the years. A millennium before the Battle of Yavin, the cult even forced the Hutts off of Kintan for a short time, although the Hutts quickly regained control in a series of bloody mercenary attacks that left almost a third of the population of Kintan dead.

The Hutts have never allowed Kintan to have its own planetary government due to the cult's lingering presence. Although individual Nikto become clan chieftains, the Hutts speak for the Nikto in dealings with the rest of the galaxy.

THE RED

The *Wannschok* ("Endless Waste") of Kintan is home to the hearty *Kajain'sa Nikto* race, also called "red Nikto" because of the hue of their scaly hide. Small horns jut from their brow and chin, while their nasal passages are protected by a thin permeable "nose flap" that keeps out dust and desert grit. They gain extra oxygen and

Kajain'sa Nikto (Red Nikto)

Subspecies Features: +2 Constitution, -1 Intelligence, -2 Charisma.

Special Qualities: Desert Dweller—Red Nikto live in the arid regions of Kintan called the Endless Wastes. They gain a +4 species bonus to Survival checks in a desert environment, and can go up to a week without any water at all.

Natural Armor: All Nikto subspecies have a scaly hide that provides +2 natural armor.



THE NIKTO

conserve moisture with the breathing tubes on their necks. They can go an extremely long time—physiologists have never measured how long—without water (Jabba employs many on Tatooine for just this reason). Many Tatooine natives claim to know of a particular Kajain'saNikto scout who returned to a Hutt (Gardulla, Jabba, or some other Hutt; the stories never seem to agree) after 10 years lost in the Jundland Wastes, a feat thought impossible for anyone but a Tusken Raider.

THE GREEN

Members of this subspecies Kadas'saNikto are more commonly called green Nikto. They have more visibly scaled hide with prominent brow ridges. They lack the nose flap present in other races—evolving in the trees of Kintan's dangerous forests alleviated the need to filter dust, while increasing the importance of the olfactory sense for

hunting and survival. The green Nikto have visible, sensitive noses and long claws suited for tree climbing.

Legends tell of a rebellious "lost tribe" of Kadas'saNikto that resisted enslavement by the Hutts and even now lurk on the fringes of Nikto society in the deep forest. Most Hutt slavers scoff at the idea—but those same beings are loath to enter the woods of Kintan after dark.

THE MOUNTAIN

The blue-gray mountain Nikto (also known as the Esral'saNikto) bear the familiar nose flaps through which they can filter grit, dust, or dangerous fumes. The mountain Nikto's most striking features are fins that protrude from their cheeks and serve as their primary hearing organs. These fins also aid in temperature control, cooling the Nikto in summer and flattening against the head to warm the Nikto in winter. Symmetrical neck cavities serve a similar purpose. The claws of a mountain Nikto are short and blunt, more suited to climbing rocks than trees.

KADAS'SA'NIKTO (GREEN NIKTO)

Subspecies Features: +2 Strength, -2 Intelligence, -2 Charisma.

Special Qualities: **Forest Dweller**—Green Nikto inhabit the wooded coastal regions of Kintan. Green Nikto receive a +2 species bonus to Listen checks, and a +2 species bonus to Survival checks in a forested environment. **Natural Armor**—All Nikto subspecies have a scaly hide that provides +2 natural armor.

Scent—The green Nikto has the sensitive nose of a woodland hunter, allowing them to detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights, and detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters; if downwind, it drops to 6 meters. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as tauntaun stench, can be detected at triple ranges.

When a green Nikto detects a scent, the exact location is not revealed. Instead, the Nikto only knows its quarry is present somewhere within range. It must spend an attack action to note the direction of the scent. At a range of 2 meters a green Nikto can pinpoint the exact location of the scent. Green Nikto do not need to guess the location of a fully concealed opponent detected this way.

Green Nikto can also follow tracks by smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Nikto tracking by scent ignore the effects of surface conditions and poor visibility.



THE PALE

The Gluss'sa'Nikto are usually called Island Nikto on Kintan, or pale Nikto elsewhere. They range in color from white to gray, which helps them survive on the bleached, rocky shores of the Gluss'elta archipelago. The pale Nikto have experienced mutations on par with their cousins, but some trails lead scientists to believe that the first Island Nikto may have been offspring of a Kadas'sa'Nikto and Esral'sa'Nikto, who fled to the islands millennia ago to protect themselves. The pale Nikto share features of each subspecies: the bony brow ridges of the green Nikto and smaller version of the fins of the mountain Nikto.

Pale Nikto make excellent sailors. During the New Jedi Order era, a colony of pale Nikto—survivors of a mutiny onboard a Hutt star yacht—sail the endless seas of the water world Drexel II.

ESRAL'SA'NIKTO (MOUNTAIN NIKTO)

Subspecies Features: -1 Dexterity, +4 Constitution, -2 Intelligence, -2 Charisma.

Special Qualities: Mountain Dweller—

Perhaps the hardest of the Nikto, the mountain Nikto lives among Kintan's craggy peaks. They gain a +2 species bonus to Climb checks and a +4 species bonus to Survival checks in a mountain environment.

Natural Armor: All Nikto subspecies have a scaly hide that provides +2 natural armor.

GLUSS'SA'NIKTO (PALE NIKTO)

Subspecies Features: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.

Special Qualities: Island Dweller—The pale Nikto populate the Gluss'elta island archipelago—they gain a +4 species bonus to Swim checks and a +4 species bonus to Survival checks in an aquatic environment.

Hold Breath: Pale Nikto can hold their breath for an extended period of time. See the Gungan description in Chapter 2 of the core rulebook.

Natural Armor: All Nikto subspecies have a scaly hide that provides +2 natural armor.

THE SOUTHERN

The southern Nikto (M'shento'su'Nikto) may be the newest subspecies on Kintan. They have lost (or simply never evolved) any facial horns, ridges, or fins. Unlike any of their cousins, southern Nikto have evolved long, prominent breathing tubes on the backs of their heads. These organs are present on other Nikto, but are small and unobtrusive. On the southern Nikto (who evolved in a more predator-heavy environment) these tubes are an important survival tool, allowing the M'shento'su'Nikto to sense the mildest ultrasonic vibrations. Indeed, southern Nikto are said to have eyes in the backs of their heads, a trait some have mistaken for a genetic predisposition to Force-sensitivity. The

southern Nikto have an average number of Force-users in their population, though a Nikto Jedi is virtually unheard of. ■

M'SHENTO'SU'NIKTO (SOUTHERN NIKTO)

Subspecies Features: +2 Dexterity, -2 Intelligence, -2 Charisma.

Special Qualities: Keen Senses—Unique among the five subspecies, the southern Nikto evolved delicate ultrasonic sensory tubes along the backs of their skulls. These tubes grant them a +4 species bonus to Listen checks, and a +2 species bonus to Spot and Search checks.

Natural Armor: All Nikto subspecies have a scaly hide that provides +2 natural armor.



THE FREELANCER

BY JESSE DECKER

ILLUSTRATED BY TONY HARRIS

For many, the appeal of the *Star Wars* universe lies in the struggle surrounding the Force, epic battle of good versus evil, and the heroic and villainous champions of each cause. Others, however, are more interested in the underbelly of that same galaxy. They know who really shot first in the cantina—a defining moment for the original scoundrel, Han Solo. The dark side may be a powerful lure for Force users, making those who remain pure and virtuous all the more special.

Fans of the dashing outlaw know there is room between the far-flung planets of the Republic for heroes who see the galaxy in shades of gray. The *Star Wars Roleplaying Game* allows for many hero concepts, and

heroes like the scoundrel are well represented. However, there are a few heroic concepts better served by the versatile multiclass rules. This column explores concepts that don't quite fit into one of the eight heroic classes, and shows one multiclass pathway through which some concepts can be brought to light.

General Description

Everyone has secrets, and for every secret there is someone who'd benefit from its exposure. For the powerful, secrets often become the key to success. From government secrets guarded by planetary defense forces to experimental hyperdrive designs kept in an inventor's scrap yard, secrets fill all eras of play in the *Star Wars Roleplaying Game*. Heroes and villains alike have their share of hidden information, and they often work to discover each other's plans. A few,

however, dedicate themselves to the location and retrieval of hidden data, blueprints, prototypes, and other carefully guarded items. These freelancers combine the charming knavery of a scoundrel with the stealth and observation skills of a scout.

Most governments and powerful organizations have a business relationship with a few such operatives. Just as many freelancers work for themselves, selling what they acquire to the highest bidder.

Roleplaying Notes

Heroes in the *Star Wars Roleplaying Game* are often daring, but the freelancer is always so.

She feels most alive when in danger. Clinging to the side of a security tower, trusting her thermoguard jumpsuit to hide her from the compound's infrared sensors, is where the freelancer feels at home. When not on a mission, she continues to live life impetuously, moving from place to place and burning through the proceeds of her last mission with reckless abandon. She buys expensive toys and disposes of—or wrecks—them just as quickly. She rarely passes up a chance for excitement or a shot at a new job.

The few freelancers who do not live for the rush of a dangerous mission are, by contrast, the most cautious, detail-oriented professionals in the galaxy. These quiet individuals plan for every contingency in advance and work at their own pace. They carefully hoard their resources and contacts. Although less trusting than thrill-seeking freelancers, they are more likely to form a close bond with a group of heroes, sharing profits, contacts, and risks with their trusted companions.

New Gear

THERMOGUARD JUMPSUIT

Cost: 2,500 credits

Weight: 5 kg

Designed to evade infrared and other thermo-imaging detection devices, these expensive bodysuits are filled with a compact surface cooling system that keeps the outside temperature of the jumpsuit equal to the temperature of the surrounding atmosphere.

The thermoguard jumpsuit makes the wearer invisible to infrared detection devices and negates the benefits of darkvision. Beings with normal sight and darkvision can still see the wearer, though they are subject to normal concealment penalties for darkness. Beings that are blind without darkvision cannot see the jumpsuit's wearer.

The jumpsuit can be turned on or off and requires a power pack to use. It takes one





minute (10 rounds) for the suit to reach the desired temperature, and its effects take half as long to fade (5 rounds) once the power is turned off. One power pack provides 2 hours of use. Though the cooling system is made of small, flexible tubing inside the jumpsuit's layers, it is nonetheless confining. Heroes wearing a thermoguard jumpsuit suffer the equivalent of a -1 armor check penalty and may not wear armor.

Armored thermoguard jumpsuits are available; increase the armor's cost by a factor of 10 and the armor check penalty by 1.

CAMOUFLAGE PONCHO

Cost: 50 credits

Weight: .5 kg

Scouts, hunters, and guerilla troops make extensive use of this lightweight poncho, designed to blend in with a certain terrain.

It is easily donned or removed (a move action) and folds into a tight, easily packed bundle. The poncho grants a +4 equipment bonus to Hide checks in the environment it was designed for. Arid, desert, forest, jungle, swamp, and urban patterns are available. Each pattern grants a bonus in only one type of terrain.

Camouflaged-patterned armor is available; increase the armor's cost by one-tenth.

Variant Abilities

Although the chart below shows the typical level progression with abilities granted according to the multi-class rules found in the core rulebook, your GM might allow you to substitute some of the existing class abilities for ones that stick closer to the freelancer archetype.

VARIANT 1: INFORMATION NETWORK

Allow the freelancer to exchange the trailblazing ability for the ability to find information quickly. Instead of making a Survival check as described in the scout entry in Chapter 3 of the core rulebook, the freelancer makes a Bluff, Diplomacy, Disguise, Intimidate, or Knowledge (street-wise) check (player's choice). If the result is 15 or better, the freelancer need only spend two hours searching for information. If the result is 25 or better, only one hour is required. Plus, if the result is 30 or better, the hero gains a competency bonus to her Gather Information check equal to the number of ranks she has in whichever skill the check was made with.

VARIANT 2: INFILTRATOR

A freelancer studies her targets incessantly before making a move, at the expense of trusting her instincts. Provided with the right information about a target (DC 20 or higher Gather Information check) and enough time to study it (8 hours), she can perform miracles. To represent this, replace the scoundrel's better lucky than good ability with a +2 competence bonus on Bluff, Computer Use, Demolitions, Disable Device, Disguise, Forgery, Gather Information, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot checks made during a job. This ability can only be used once per week, takes effect at the start of the job, and lasts 24 hours.

VARIANT 3: ADAPTIVE LEARNING

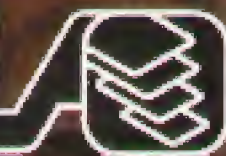
Anytime a freelancer earns a level of scoundrel that awards a bonus Skill Emphasis feat, she may instead choose to designate any one cross-class skill as a class skill. Freelancers often work alone, and are forced to think creatively throughout their careers. This works just like the fringer's adaptive learning ability.

The Freelancer

lvl	CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REFLEX SAVE	WILL SAVE	SPECIAL ABILITIES	DEFENSE BONUS	REPUTATION
1	Sc1 1	+0	+0	+2	+0	Startling feats, illicit barter, feat	+4	0
2	Sc1 2	+1	+0	+3	+0	Better lucky than good	+5	1
3	Sc1 2/Sc1 1	+1	+1	+4	+1	Startling feats, bonus feat, feat	+6	1
4	Sc1 2/Sc1 2	+2	+2	+5	+2	Trailblazing, +1 to attribute	+7	1
5	Sc1 3/Sc1 2	+3	+3	+5	+3		+7	1
6	Sc1 4/Sc1 2	+4	+3	+6	+3	Skill Emphasis, feat	+8	2
7	Sc1 5/Sc1 2	+4	+3	+6	+3	Sneak attack +cd6	+8	2
8	Sc1 5/Sc1 3	+5	+3	+6	+3	+1 to attribute	+8	3
9	Sc1 5/Sc1 4	+6/+1	+3	+6	+3	Uncanny dodge (Dex to Def), feat	+8	3
10	Sc1 5/Sc1 5	+6/+1	+4	+7	+4	Skill mastery	+9	3
11	Sc1 5/Sc1 6	+7/+2	+4	+7	+4		+9	4
12	Sc1 5/Sc1 7	+8/+3	+5	+8	+5	Uncanny dodge (no flank), feat, +1 to attribute	+10	4
13	Sc1 6/Sc1 7	+9/+4	+6	+9	+6		+11	5
14	Sc1 7/Sc1 7	+10/+5	+6	+9	+6		+11	5
15	Sc1 8/Sc1 7	+11/+6/+1	+6	+10	+6	Skill Emphasis, feat	+12	6
16	Sc1 9/Sc1 7	+11/+6/+1	+7	+10	+7	+1 to attribute	+12	6
17	Sc1 10/Sc1 7	+12/+7/+2	+7	+11	+7	Bonus feat	+13	7
18	Sc1 10/Sc1 8	+13/+8/+3	+7	+11	+7	Feat	+13	7
19	Sc1 10/Sc1 9	+13/+8/+3	+7	+11	+7		+13	8
20	Sc1 10/Sc1 10	+14/+9/+4	+8	+12	+8	Skill mastery, +1 to attribute, feat	+14	8

DECK PLANS

Tips, Tricks, and Tactics for the Star Wars Customizable Card Game



The Shaft: Swoop Dreams

"What is thy bidding, my master?"

BY CORY J. HERNDON

Decipher's first *Star Wars* card game has come back to Tatooine, the planet where it all started 25 years ago, and has delivered powerful new cards—including quite a few high-ability characters—into the game with the release of the latest expansion of the same name. The desert planet—in many ways the heart of the *Star Wars* CCG—now plays host to an ever-widening variety of strong deck archetypes.

When building theme decks we don't sweat the whole "strong deck archetype" much. Instead, we stay up late and watch *Barretta* reruns while drinking expired milk. Naturally, that leads to the question: what it would be like if Darth Maul, Aurra Sing, Mara Jade, Darth Vader, Watto, and the Emperor himself rode in a wicked-bad Mos Espa swoop gang? Would they wear matching patent leather hats? While no one can truly answer that last question (not without a full-blown ILM-sized budget, anyway), we think we can give you an idea of what that swoop gang would look like through the lens of a *Star Wars* CCG theme deck.

Driving with Flare

While not as combat-specialized as the Empire's speeder bikes, the Flare-S Racing Swoop (from *Special Edition*) is a tricked-out speed machine that can easily be ridden by any character. In game terms, the speeder bikes are combat vehicles (which require pilots) and the Swoop is a transport vehicle (which only requires a character driving it). The Swoop is especially effective on the desert world Tatooine, where beings can become stranded in the

desert if forced to go about on foot. Since the landspeed of the Swoop is determined by the ability of the driver, it's the perfect steed for a gang of high-ability Jedi hunters. The Flare-S also allows the driver to "follow" an opponent's character on the opponent's turn. You can choose whether Darth Maul will chase Padmé and the Jedi from Mos Espa to the Lars Moisture Farm, or allow Aurra Sing to tail them.

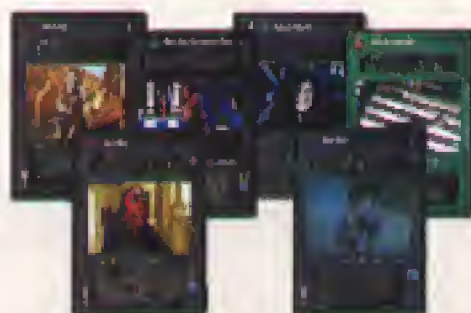
This installment's deck is designed to stay on the ground, specifically on the desert surface of Tatooine (this planet's too tempting to ignore). Things start out the old-fashioned way, with one starting location (Tatooine: Desert Landing Site, which allows Maul to deploy for free) and a Starting Interrupt (the perennial Prepared Defenses). The three effects this deck begins the game with are intended to slow the opponent down (His Name Is Anakin), make his Jedi easier to hit (You Cannot Hide Forever), and reward you for attacking (First Strike).

You'll want to get some big, beefy characters onto swoops as soon as possible—Maul is preferable, since he can deploy for free to your starting location. Once on Tatooine, your powerful, saber-wielding characters should be able to safely spread over the surface of the planet and drain up a storm. There, they can trap enemy pedestrians in the Tatooine desert, duel foolish Jedi, and get a little sun (really, have you looked at Palpatine lately? That guy's got to be completely devoid of melanin.)

Your opponent will no doubt come Sith hunting, probably with Jedi (those guys are crawling out of the woodwork these

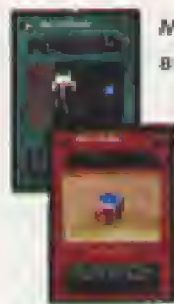
days). If they're foolish enough to bring lightsabers, you have two ways to 'disarm' them. Better yet, steal those sabers with Aurra Sing.

In theory, this deck runs into big trouble against space—in theory. Odds are, your heavy drains on Tatooine will force your opponent down to the sand where you want them and have a definite advantage. Just bring along some SPF 90 for the Emperor.



AURRA SING, DARTH MAUL, MARA JADE, EMPEROR PALPATINE, BANE MALAR & LOTS O' SABERS

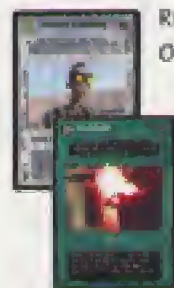
It seems you can't swing a double-bladed lightsaber these days what without hitting two or three Jedi. Well, you can only swing one double-bladed lightsaber (though it is technically identical to the single-bladed variety), but the traditional design does just fine when swung by any of these folks. Maul and Jade (great name for a buddy cop movie, isn't it?) carry their own, while Vader's "stick" is built in for delicious card economy. Aurra and Bane can easily carry the generic Dark Jedi variety, although Aurra prefers to steal hers. And of course, the Emperor—master of evil that he is—can pick up and use a Dark Jedi saber for free.



MAUL'S ELECTROBINOCULARS & WATTO'S CHANCE CUBE

This nifty little trick is the reason you see so many even-numbered destinies in this deck. Watto's Chance Cube, a destiny-5 Used Interrupt,

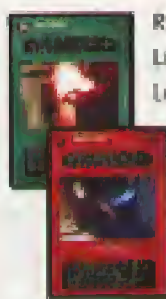
lets you draw destiny during a battle. An odd destiny is bad (like, zero destiny for you bad), but an even destiny allows you to add two battle destiny just like that! The difficult part is saving yourself some Force to use the electrobinoculars and fix your destiny, so make sure you have a decent biker gang on the planet before starting a brawl.



RESTRAINING BOLT & OPPONENT'S DROIDS

The light side droid brigade become increasingly annoying with each expansion, and the new See-Threepio With His Parts Showing may be one of the most

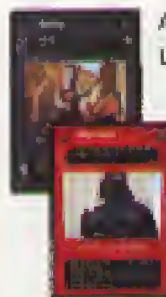
aggravating. Restraining Bolts provide excellent destiny (even-numbered destiny, natch) and are handy for keeping pesky mechanicals in line.



RESTRAINING BOLT & LEVITATION ATTACK


Levitation Attack, an oft-overlooked destiny 4 (last I checked, 4 is an even number too!) Used Interrupt from Cloud City, can give you a quick power boost and let you squeeze even

more use out of that Restraining Bolt. At the very least you can get a 3-power boost out of that extra pair of unique Electrobinoculars. Either way, the device and interrupt will come back around, since they both end up in the Used Pile.



AURRA SING & WEAPON LEVITATION

That pasty babe with the antenna sticking out of her head gets to use any stolen lightsaber, and is quite capable of swiping them with her game text, or the effect Quietly

Observing. For a little backup, though, consider the Skirling, who can steal a weapon in much the same manner as Aurra herself (if Miss Sing is elsewhere). The lost portion of Weapon Levitation is the most effective means of theft—play the card, Aurra takes the saber, and commences cutting down the saber's owner with his own weapon. 



Maul's Angels

STARTING CARDS (5)

- 1 Tatooine: Desert Landing Site
- 1 Prepared Defenses
- 1 First Strike
- 1 His Name Is Anakin
- 1 You Cannot Hide Forever

LOCATIONS (7)

- 1 Death Star II: Throne Room
- 2 Tatooine: Desert
- 1 Tatooine: Jundland Wastes
- 1 Tatooine: Lars Moisture Farm
- 1 Tatooine: Mill Tapa
- 1 Tatooine: Tusken Canyon

CHARACTERS (18)

- 1 Anika
- 1 Aurra Sing
- 1 Bane Mula

- 2 Darth Maul

- 2 Darth Vader With Lightsaber
- 1 Emperor Palpatine
- 1 Gamall Wronico
- 1 Gragra
- 1 Mara Jade, The Emperor's Hand
- 1 Prophetic
- 1 Sebulba
- 1 Skirling
- 1 Snodva
- 2 Walto
- 1 WED-17 'Septoid' Droid

VEHICLES (5)

- 5 Flame-5 Pacing Swoop

WEAPONS & DEVICES (11)

- 2 Dark Jedi Lightsaber
- 1 Mara Jade's Lightsaber
- 2 Maul's Electrobinoculars

- 2 Maul's Lightsaber
- 2 Restraining Bolt
- 2 Vibro-Axe

INTERRUPTS (11)

- 1 End This Destructive Conflict
- 1 Imperial Barrier
- 1 Join Me!
- 1 Levitation Attack
- 1 Sith Fury
- 1 Sniper & Dark Strike
- 2 Watto's Chance Cube
- 1 Weapon Levitation
- 2 You Swindled Me!

EFFECTS (3)

- 1 Disarmed
- 1 Mostly Armless
- 1 Quietly Observing



Building the Death Star II

The Emperor is Coming Here?

BY DOUG TAYLOR

Since the release of the Death Star II expansion, one of the most powerful Dark Side decks is based on the second Death Star. The deck is also known as the "Alan Parsons Project," a satirical reference by the *Austin Powers* villain, Dr. Evil, to building his own "Death Star." It's a throwback to the early days of the game, when Star Destroyers ruled space and Imperial power was a thing to be feared.

While this deck has been strong since its premiere, it's always had a glaring Achilles heel. A clever opponent could sneak a lone starfighter inside and almost always blow up the awesome battle station. The Tatooine expansion contains the "helper" card—We Shall Double Our Efforts!—that changes all of that. Not only does it allow the second Death Star to unleash more punishment than before, but also gives it some extra defense, making it tougher to destroy.

This deck is powered by cards that get other cards from your Reserve Deck, making construction blazingly quick. The deck begins with Endor Operations, which sets the stage for bringing this "technological terror" to bear, and Operational As Planned, which gives you Moff Jerjerrod and Desperate Counter. On the first turn, deploy the Death Star II system orbiting Endor, and deploy Desperate Counter on it. This effect's text allows you to get both Imperial Arrest Order and Combat Response on your first turn and deploy them. Use Imperial Arrest Order to deploy the Death Star II: Docking Bay, where you can deploy Moff Jerjerrod and use his

game text to get the Coolant Shaft sector from your Reserve Deck. Not counting any cards drawn in your starting hand, you should have at least 11 cards in play at the end of your first turn.

On your second turn, before you activate any Force, go get your second Death Star II sector. Unless you're unable to get the Coolant Shaft on the first turn, your battle station should be "fully opera-

tional" by the third turn. When deploying the Reactor Core, make a note of whether That Thing's Operational is in your Reserve Deck. This is important, because the Reactor Core allows you to deploy the Epic Event from your Reserve Deck, but only if it's there! This powerful Epic Event adds a destiny during battles at the Death Star II and the system it orbits, cuts down your opponent's Force

- 1) At the end of your first turn, this is what your side of the table should look like. You may even have been lucky enough to draw the Coolant Shaft or Capacitors.
- 2) Use Moff Jerjerrod's game text to search your Reserve Deck for a Death Star II sector as the first action of your second turn (before even activating Force). This way, there's no chance it'll end up in your Force Pile.
- 3) As soon as you deploy the Reactor Core, you can deploy That Thing's Operational straight from your Reserve Deck.



drains at Death Star II locations, and deals massive direct damage once it's moved to a system other than Endor.

Get into the habit of looking at the cards in your Reserve Deck each time you search for something. Pay attention to what cards are there. That way, you'll know if your other sectors are in your Reserve Deck or Force Pile. It will also keep you apprised of what combos are available (among pilots or their matching ships) that you can take advantage of with Combat Response.

About half the cards in this deck are typical Dark Side powerhouses: powerful characters, starships, and vehicles. Use these resources in large, focused strikes to demolish your enemy in battle. For ground strength, use Imperial Command to get Admiral Piett, who in turn gets the Admiral's Order Battle Deployment, which gets

combat vehicles (in this case, AT-ATs).

The deck's greatest strength is in space. There it has at least one Force drain of 2 (the Endor system for starters, and later Kashyyyk and/or Sullust), and will eventually be dealing an unstoppable loss of 3 Force every turn once the Death Star II is away from Endor. Admiral Chiraneau, who can also be taken into hand with Imperial Command, adds 1 to each of your Force drains in space. This all adds up to a punishing loss of 7 to 12 Force loss per turn; not something your opponent can ignore for long.

Opponents will often need to challenge you in space or risk losing the game. Use your incredible power and extra destiny draws to make the Light Side regret any defensive moves in space. Thrawn, Fel, Bossk In Hound's Tooth, Imperial Command, I Can't Shake Him! and Death Star II: Capacitors each add a destiny in addition to the one drawn for having 4 or more ability. Don't get carried away with blowing all the destiny adders in one battle. Imperial Command is better used when keeping the Light Side to one battle destiny. The last thing you want is to unleash a huge force with several extra destiny only to see the Light Side play Houjix.

The TIEs and TIE weapons are not only



for battle; you'll want to keep them within range of the Death Star II to guard against a Light Side attack run on the space station. Deploy a TIE with a weapon to the Death Star II as soon as possible and move it inside. With We Shall Double Our Efforts! in effect, enemy starfighters will be -8 maneuver at Death Star II sectors where you have an armed TIE, often making their maneuver = 0. Light Side starfighters will not stand a chance against Scythe 1 or 3, which can each fire their weapons during the Move Phase. If the invaders do somehow survive, they don't have much chance of being able to move away successfully either. With the Death Star II well defended, it will be only a matter of time before your opponent falls to the power of the Empire! ☐

Alan Parsons Project

STARTING (8)

- 1 Endor Operations
- 1 Endor
- 1 Endor Bunker
- 1 Endor Landing Platform
- 1 Operational As Planned
- 1 Death Star II
- 1 Moff Jerjerrod
- 1 Desperate Counter

CHARACTERS (16)

- 1 Admiral Chiraneau
- 1 Admiral Ozzel
- 1 Admiral Piett
- 1 Arica
- 1 Baron Soontir Fel
- 1 Captain Sarkli
- 1 Commander Merrejk
- 1 Darth Vader, Dark Lord Of The Sith

- 1 Emperor Palpatine
- 1 Grand Admiral Thrawn
- 1 Grand Moff Tarkin
- 1 Guri
- 1 IG-88 With Riot Gun
- 1 Lieutenant Hebsly
- 1 Major Mianda
- 1 Officer Evax

LOCATIONS (6)

- 1 Death Star II: Capacitors
- 1 Death Star II: Coolant Shaft
- 1 Death Star II: Docking Bay
- 1 Death Star II: Reactor Core
- 1 Kashyyyk
- 1 Sullust

STARSHIPS & VEHICLES (11)

- 1 Accuser
- 1 Avenger

- 1 Blizzard 2
- 1 Bossk In Hound's Tooth
- 1 Chimaera
- 1 Devastator
- 1 Saber 1
- 1 Scythe 1
- 1 Scythe 3
- 1 Tempest 1
- 1 Zuckuss In Mist Hunter

INTERRUPTS (8)

- 1 Ghhhh
- 1 I Can't Shake Him!
- 1 Imperial Command
- 1 Masterful Move
- 1 Monnok
- 1 Point Man
- 1 Trample
- 1 Twi'lek Advisor

EFFECTS (7)

- 1 Combat Response
- 1 Imperial Arrest Order
- 1 Oppressive Enforcement
- 1 Secret Plans
- 1 Something Special Planned For Them
- 1 There'll Be Hell To Pay
- 1 We Shall Double Our Efforts!

WEAPONS (2)

- 1 SFS L-57.2 TIE Cannon
- 1 SFS L-59.3 Laser Cannons

ADMIRAL'S ORDERS (1)

- 1 Battle Deployment

EPIC EVENTS (1)

- 1 That Thing's Operational



LucasArts Entertainment Takes E3 by Force (and *Star Wars Gamer* takes you there)

BY HADEN BLACKMAN

IN MID-MAY, THOUSANDS OF COMPUTER GAME DEVELOPERS FROM AROUND THE WORLD INVADDED LOS ANGELES FOR THE INDUSTRY'S ANNUAL ELECTRONIC ENTERTAINMENT EXPO (E3).

LucasArts Entertainment has attended E3 since its inception in 1995, often using the show to unveil new products and promote the company's current lineup. This year, a troupe of over thirty LucasArts employees made the journey to Los Angeles to provide the industry with an exclusive look at ten titles. *Star Wars Gamer* joined LucasArts to provide readers with an in-depth review of the company's current lineup.

LucasArts' theme for this E3 was "Never Underestimate the Power of the Force." Throughout the company's exhibit, that motto could be found emblazoned on posters bearing the likeness of a young Obi-Wan Kenobi. And, the bold statement carries over into LucasArts' product lineup, which boasts nine new *Star Wars* titles, ranging from a slick *Star Wars Racer* sequel to *Star Wars Galaxies*, an ambitious massively-multiplayer online game set to release in 2002. The following is an insider's look at what E3 guests saw and more about each product.

PS2 PODRACING EXTREME

Star Wars Racer Revenge: Racer II

The tour of the LucasArts booth starts with *Star Wars Racer Revenge: Racer II*. The sequel to the popular *Star Wars Episode I Racer*, released on Nintendo 64 and PC in conjunction with Episode I, *Racer Revenge* continues the tradition of console Podracing—and updates the first game's storyline. *Racer II* takes place eight years after Episode I and pits an older, tougher Anakin Skywalker against Sebulba, who is obsessed with defeating the teenager. Both characters will hop into revamped Podracers, and will be joined on the courses by over a dozen additional pilots, including many characters from the first game and several new competitors created specifically for this product.

Rainbow Studios, creators of *Motorcross Madness* and *ATV Off-Road Fury*, are developing *Racer Revenge* for the PlayStation 2. As with the original title, *Racer Revenge* will allow players to climb the Podracing ranks in the quest for the coveted title of Podracing champion. In all, players will navigate eighteen courses on seven different worlds, including the familiar Tatooine, home of the Boonta Eve Classic. The environments will range from the wide-open Dune Sea desert to more confined locales; the E3

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PlayStation 2



Xbox



GameCube



PC



Star Wars Racer Revenge: Racer II (PS2) will feature an improved artificial intelligence and more strategies.



Racer Revenge takes full advantage of the PlayStation 2's accelerated graphics capabilities.

demo took players through narrow, circular tunnels that twist and turn through a futuristic landscape lit by neon.

Aside from just creating new worlds and courses, the development team is also focusing on Podracer interactions and well-developed AI this time around. In the films, the Podracer pilots didn't simply rely on speed—Sebulba, for example, collided with his competitors and tried to force enemy pilots off of the course. Therefore, intentionally crashing into opponents will be a viable tactic used by both players and AI-controlled Podracers in *Racer Revenge*. Podracers that sustain damage can be repaired, much like in the first *Racer*, but being destroyed immediately ends a race.

LucasArts and Rainbow Studios are also taking great pains to eliminate the "Lonely Racer Syndrome" found in some other racing games. Enemy AI will be robust, ensuring that players are never on the track alone. Competitors will always be right on your afterburners when the game releases in early 2002.



SCHOOLED BY MACE WINDU

Star Wars Obi-Wan

Next up on the LucasArts E3 parade is Obi-Wan, the highly anticipated Xbox title that allows players to become a young Obi-Wan Kenobi, who boasts a range of Force powers and lightsaber skills. Originally developed for the PC, Obi-Wan was moved to the Xbox in late 1999 because the fast-paced, third person gameplay seemed more suitable for a console title. The switch to Xbox has given the team new focus, allowing the developers to concentrate on a stable platform with well-defined parameters, rather than the "moving target" specifications of the constantly evolving PC market. The team's months of hard work resulted in the Xbox-ready E3 demo, which received a great deal of praise at the



Obi-Wan (Xbox) will let players use the Force to jump, flip, deflect blaster bolts, and more.



In the hands of a Jedi Knight, the lightsaber proves to be a powerful weapon.

convention and earned Obi-Wan a reputation as one of the most promising Xbox titles in development.

The Obi-Wan E3 demo opened in a beautifully rendered training room in the Jedi Temple on Coruscant, where Padawan Kenobi shows off his lightsaber skills and acrobatic moves, which include rolls and back flips. Obi-Wan's skills really shine when a villain armed with a quarterstaff-style weapon enters the room. Obi-Wan and this new enemy—identified as a member of a criminal cartel on Coruscant—engage in fast and furious melee combat. This portion of the demo also spotlighted the enemy AI; the well-armed criminal dodges and blocks Obi-Wan's attacks with his special, cortosis-alloy staff before launching into a deadly counterattack. Of course, this thug is facing a Jedi whose Force powers include "Force Push," "Force Jump," and an incredibly accurate "Force Saber Throw." After a Push/Saber Throw combo, the villain falls.

It's soon revealed, however, that the training room will be the site of numerous battles between Obi-Wan and other characters, including a number of Jedi and special foes that can be "unlocked" during the course of the game. In the demo, Obi-Wan faces Mace Windu, who proves far more difficult than the thug in the first round. With his lightsaber slashing in all directions at once, Mace unleashes a devastating assault worthy of a Jedi Master.

During the battle with Mace, Assistant Producer Julio Torres took the opportunity to demonstrate a special feature in the game—a "slow motion" mode that will allow the player to observe an opponent's actions and react accordingly. The slow motion mode will also heighten the impact of the game's visual effects, from clashing lightsabers to exploding battle droids.

While the training room is the perfect venue for demonstrating Obi-Wan's wide range of combat abilities, a quick run through the streets of Theed provides a better understanding of the gameplay and level of chaos. Torres points out that the game will include several missions that take place before Episode I, but the storyline will also intersect with *The Phantom Menace* at key spots. The Theed level shown at E3 confronted Obi-Wan with wave after wave of battle droid in his quest to rescue Naboo citizens. As in the film, Obi-Wan will also face off against the Sith Lord Darth Maul, who will be just one of several "bosses" in the game.

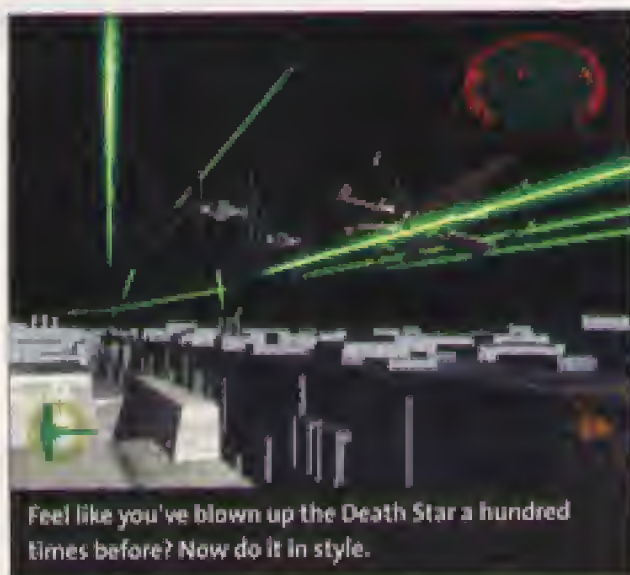
Look for Obi-Wan, Mace Windu, and Darth Maul to appear on Xbox in winter of 2001.



RETURN TO THE DEATH STAR

Star Wars Rogue Leader: Rogue Squadron II (GameCube)

It was hard to miss *Star Wars Rogue Leader: Rogue Squadron II* in the LucasArts booth. While all other titles were being shown on modest, 19-inch monitors or 20-inch televisions, *Rogue Leader*, the sequel to *Star Wars: Rogue Squadron*, was being displayed on a huge, 30-by-40-inch high-definition widescreen television. The distinction is important because the game is being developed for the Nintendo GameCube, which takes advantage of the latest



Feel like you've blown up the Death Star a hundred times before? Now do it in style.

HDTV technology. The playable demo seemed tailor-made to showcase the impressive level of detail; whether racing down the Death Star trench or soaring over Cloud City in an A-wing, *Rogue Leader* creates an unprecedented level of cinematic realism.

Set for release in Fall 2001, *Rogue Leader* is being developed by Factor 5, the same group that helped bring the original *Rogue Squadron* to Nintendo 64. The storyline can be considered a "Greatest Hits" collection of *Star Wars* battles, beginning with the assault on the first Death Star and ending with the conflict above Endor. Players will assume the identities of Luke Skywalker and fan favorite Wedge Antilles as they participate in the Battle of Hoth, the mission to recover the second Death Star plans, and other key events. In all, the game should offer several different starfighters, including the X-wing, B-wing, and A-wing.

Aside from capitalizing on the wealth of *Star Wars* history for missions, *Rogue Leader* will leverage the GameCube's powerful technology to make the many environments as realistic as possible. Real-time environmental effects will be active, allowing the twin suns to rise and set on Tatooine, for example.



Star Wars Rogue Leader: Rogue Squadron II (GameCube) features new starships and incredible settings.

Rogue Leader evidently made a lasting impression on E3 audiences as well. It has been discussed as a contender for the best product at E3 and has received numerous awards from Internet gaming sites and game-related publications. In addition, it was one of the few third-party products being shown in the Nintendo booth.



KYLE KATARN REBORN

Star Wars Jedi Outcast: Jedi Knight II (PC)

Probably no other LucasArts announcement pleased PC gamers more than the revelation that the company is working on its third *Star Wars* First Person Shooter (FPS). The company made a mark in the FPS genre with the release of *Dark Forces* in 1995, which introduced gamers and *Star Wars* fans to Kyle Katarn, a hardened mercenary and Rebel agent responsible for securing the Death Star plans. Katarn gained Force powers and a lightsaber in 1997's *Dark Forces* follow-up, *Jedi Knight*, then fell to the dark side in the *Jedi Knight* expansion, *Mysteries of the Sith*. Fortunately, Kyle was rescued and redeemed by Mara Jade, setting the stage for *Jedi Outcast*. According to LucasArts, players will again take on the role of Kyle Katarn, who will battle Imperial remnants and Dark Jedi in Spring 2002.

Raven Software, the creators of *Star Trek: Elite Force*, is developing *Jedi Outcast*. As with *Elite Force*, *Jedi Outcast* will utilize the Quake III engine, which is designed for fast-paced, first person shooters. Raven will update and upgrade the engine where necessary in order to implement lightsaber combat and other key features. Although the majority of the game will take place in a first-person perspective, lightsaber combat will offer a third-person camera, as was the case in *Jedi Knight*.

The game's plot, like the location of the Valley of the Jedi, is a closely guarded secret. LucasArts has revealed that the game will take place about thirteen or fourteen years after the Battle of Yavin, during the early growth of the New Republic and Luke Skywalker's growing Jedi movement, but Kyle's role in this new regime might not be what we expect.... An Imperial remnant utilizing stormtroopers and other familiar enemies will serve as one of the central foes in the game—and convincing stormtroopers are in abundance in the E3 demo. No longer will stormtroopers be simple cannon fodder: When confronted by a lightsaber-wielding Kyle, the stormtroopers retreat in search of higher ground or allies; when they spot Kyle infiltrating an area, they sound an alarm and bring reinforcements. A dangerous Dark Jedi enemy also made an appearance in the demo, if only to demonstrate the complexities of lightsaber combat, but the identity and importance of this character are still unknown.

Aside from his lightsaber, Kyle will need to rely on a host of other weapons as well. The basic Bryar pistol, which debuted in *Dark Forces*, will be Kyle's standard sidearm, but both new and existing weapons will be available as well. Expect Kyle to take down stormtroopers and other enemies using thermal detonators and a sniper rifle, among other weapons.

Probably the highlight of the demo was the "limbing" effect that occurs occasionally during lightsaber combat. The modified engine used by Raven is capable of detecting exactly where Kyle's saber connects. A particularly accurate attack might sever a stormtrooper's limb at a key joint. As in all LucasArts games, gore will be kept to a minimum, but there is still something satisfying about hacking off a stormtrooper's arm at the shoulder.

Because the Quake III engine supports a robust multiplayer system, Jedi Outcast will include a well-developed multiplayer mode with several maps and both head-to-head and cooperative game types.

THE NEW SPECIAL EDITION

Star Wars Starfighter Special Edition (Xbox)

With the success of the original *Star Wars Starfighter* on PlayStation 2, LucasArts has announced plans to port the title to Microsoft's Xbox. The Xbox version of the game is being called a "special edition" because it will offer players additional content. According to Producer Reeve Thompson, the focus of the update is truly on multiplayer. "Special Edition will not only bring the *Starfighter* experience to the powerful new Xbox system," says Thompson, "it will also let *Star Wars Starfighter* fans play with and against their friends in ways they've always wanted to." Xbox *starfighter* pilots will enjoy five new bonus missions and a much-expanded two-player component that includes new races, a developed dogfighting mode, and additional "capture the flag" arenas.

As with the original title, *Starfighter Special Edition* will follow the adventures of three very different pilots: Rhys Dallows, a Bravo Flight rookie; cagey mercenary Vana Sage; and the outspoken alien pirate Nym. The three *starfighter* aces become embroiled in a war against the Trade Federation, a battle that eventually crosses into Episode I territory and takes the heroes to Naboo.

San Francisco-based Secret Level is handling the port, which will take advantage of the Xbox's robust engine and will include 5.1 surround sound. Xbox owners will enjoy the action of *Starfighter* in Fall 2001.



ON LAND, SEA, AND AIR

Star Wars: Galactic Battlegrounds (PC)

Star Wars Gamer covered *Galactic Battlegrounds* in detail in Issue #3, but E3 provided the first official look at this Real-Time Strategy (RTS) game's progress. Still on schedule for a Winter 2001 release, *Galactic Battlegrounds* is being developed using Ensemble's *Age of Empires* engine, although all artwork and new programming tasks are being completed internally at LucasArts. Among the upgrades on display at E3 were ranged combat, submersible vehicles, and aircraft.

The *Galactic Battlegrounds* demo map was essentially an amalgamation of several familiar *Star Wars* environments, ranging from Theed to the snow plains of Hoth. Each area was dominated by one of the six civilizations (Rebel Alliance, Galactic Empire, Royal Naboo, Trade Federation, Gungan, and Wookiee),

each at different levels of advancement. The unique demo map allowed Assistant Producer Nate Schaumberg to quickly jump between environments and civilizations to show audiences how the groups evolve and expand over time.

As promised when the product was announced, *Galactic Battlegrounds* players will be able to control up to 200 units at once and engage in epic battles. The demo offered a chance to move AT-ATs, stormtroopers, AT-STs, and other



Star Wars Galactic Battlegrounds (PC) will have many firsts: units from different eras of play; control of up to 200 units; and a map editor.

Imperial units against a well-defended Rebel base, or send Gungan submarines on a sneak attack of Trade Federation craft. The "What If" scenario in which stormtroopers engage battle droids is already a reality as well.

"Accessibility" is one of the key buzzwords used in relation to Galactic Battlegrounds. Not only will the control schemes and

upgrade ladders be similar to those found in other RTS titles, the game's minimum system specs are very low. Currently, LucasArts is shooting for a 200 MHz Windows PC as the minimum system required. In addition, users will not need 3D hardware acceleration in order to play the game.

The demo also subtly revealed one of the Galactic Battlegrounds' most important features—the scenario editor. The demo itself was created in the scenario editor, which will allow players to build their own maps for multiplayer use. LucasArts believes that the scenario builder is integral to the game's success, and Galactic Battlegrounds will be the first *Star Wars* game to include this type of editor.

SITH WARS

Star Wars: Knights of the Old Republic

Galactic Battlegrounds was the last stop on the tour of the "official" LucasArts exhibit. However, hidden next door to the main booth, there was a small room used for special "sneak peeks" of two LucasArts titles slated for late 2002 release: *Knights of the Old Republic* and *Star Wars Galaxies*.

The *Knights of the Old Republic* is a deep role-playing game being developed for a next generation console and PC. The first

PS2 Monkeys Too

Escape from Monkey Island (PlayStation 2)

Although the bulk of LucasArts' lineup revolves around *Star Wars* titles, the company did have its recently-announced PlayStation 2 version of *Escape from Monkey Island* on hand. *Escape from Monkey Island*, which was released on PC in October 2000, is the latest installment in the popular LucasArts graphic adventure series. When it arrives on PlayStation 2 in Summer 2001, *Escape* will represent the first time that one of the *Monkey Island* games has been converted to a console. It's also noteworthy because the graphic adventure will stand out

in a crowded field of sports and arcade action titles being released for the PlayStation 2 in coming months.

In order to make the leap from PC product to console title, the development team at LucasArts needed to reevaluate the control scheme. In the PlayStation 2 version of *Escape*, players will control plucky pirate-wannabe Guybrush Threepwood's movements using the controller's dual analog sticks. Other than that, the game remains relatively unchanged—it still contains the same wacky storyline, hundreds of mind-bending puzzles, and a treasure trove of monkey-related jokes.



You don't have to go buy a PC anymore if you want to play *Escape from Monkey Island* (PS2).



Console gamers too can now control Guybrush Threepwood in this wacky, mind-bending game.

public showing of the game occurred in small presentations held throughout the day on Friday and Saturday. Each presentation lasted about a half hour and covered everything from the game's setting to camera angles and combat.

Knights of the Old Republic (also known as "KotOR" around LucasArts) is set in the "ancient" *Star Wars* era, 4,000 years before the Battle of Yavin. According to representatives from BioWare, the company developing the title for LucasArts, the artists are trying to capture the feel of a "more civilized age," while still remaining true to the spirit of

the films and Expanded Universe sources, notably the Dark Horse Comics series that first documented this era. The presentation included dozens of pieces of concept art, which revealed new vehicles, characters, locations, and droids set to appear in the game.

As with other role-playing games, KotOR will boast a large and well-developed storyline enriched by numerous characters, a variety of subplots, and a wealth of locations. Because the title is still in early development, details of the plot are not ready for release, but it is known that the central conflict will

The Knights of the Old Republic (KotOR) is a deep role-playing game being developed for a next generation console and PC.

Secrets of the Old Republic

Although the developers and LucasArts are still tight-lipped about many design and story details, some important new information did slip out during the presentations. A recap of these details includes:

- » Players will create their own avatar or player character, which will become the story's central figure. These avatars will be based on one of several familiar archetypes used in the Wizards of the Coast *Star Wars Roleplaying Game*, including the "Scoundrel," "Scout," and "Fringer."
- » Several player characters can join together to form a "party." These supporting characters range from Wookiee warriors to war droids.
- » Eventually, the player character will strive to become a Jedi.
- » The game will have both a "dark side" and "light side" ending; a player's choices throughout the game will dictate which path the character walks during the game's finale.
- » A starship, much like the *Millennium Falcon*, will be a centerpiece of the game. Players can "store" extra party members in the ship and will return to it often.

involve a war between the Sith and the Jedi Knights. In fact, the demo offered a glimpse of this battle as Jedi and Sith soldiers clash in the hallways of the city world known as Tatooine. As the player character wanders the battle-scarred corridors, he passes slaughtered Jedi, dead Sith, and burned-out, mutilated protocol droids. After avoiding Sith patrols, the player witnesses a one-on-one lightsaber duel between a Jedi Knight and a Sith agent. The Jedi employs flips and Force-powered leaps to gain the advantage and eventually runs the Sith warrior through with his lightsaber, at which point the game designers stressed the importance of cinematic combat that will support many maneuvers and tactics.

Hundreds of interactions with non-player characters will also be integral to KotOR. BioWare hopes to populate each environment with a wide range of friendly and not-so-friendly encounters in order to further develop the central storyline and subplots, as well as heighten the sense of immersion. As an example of these "living environments," the demo included a very active Tatooine city street, where Hothians, droids, and armed guards milled about. As the player character explores the environment, flying droids zip past overhead and landspeeders zoom by.



Star Wars Galaxies

On Thursday (and late on Friday), LucasArts and Sony Online Entertainment delivered on promises to show *Star Wars Galaxies*, the first-ever massively-multi-player online game set in the *Star Wars* universe, at E3. The presentations, which were attended by a special guest list of press and game industry insiders, became one of the "events" of the convention.

Each hour-long presentation offered a preview of three different environments and touched upon key elements of the game. Of the more important *Star Wars*-related revelations, probably the most exciting was the fact that players will be able to visit Naboo. The game will be set in the Classic *Star Wars* timeline (between *A New Hope* and *The Empire Strikes Back*), but the developers are also using Episodes I and II for inspiration and source material. How Naboo has changed in the years between *The Phantom Menace* and the destruction of the first Death Star has not been revealed yet, but players will be able to visit the Great Grass Plains, Otoh Gunga, Theed, and the Llanorm Swamps.

The *Star Wars Galaxies* demo opened with a text crawl to set the stage. The Galactic Civil War is in full swing, and Darth Vader is still actively hunting down the last of the Jedi. Next, audiences were treated to a rundown of the eight playable species, including long looks at the character models for male and female Bothans, Rodians, Humans, Twi'leks, Mon Calamari, Wookiees, Zabrak, and Trandoshans. Here, the customization options were discussed in detail. Players will be able to adjust facial features and skin color, resulting in variances such as purple Rodians and blue Mon Cal.

After selecting a female Trandoshan as an avatar, the presenters entered the Naboo grasslands, where the audience beheld wandering tusk cats, a grumpy gaping spider, and a pair of menacing AT-ATs. The AT-ATs, built to scale and with intense attention to detail, are symbols of the Galactic Civil War, a major element in the game. Players can become Rebels or Imperials, remain neutral, or even join

other factions, such as a "criminal" group. Dedicated Rebel or Imperial characters will have access to special vehicles.

The demo's grasslands were also notable for their use of "radial grass," an effect that creates the illusion that Naboo's high grasses are actually swaying in the wind. According to representatives from LucasArts and Sony Online Entertainment, the wind will shift direction and change in intensity depending upon weather patterns. The radial grass is just one of many features included to ensure that players will feel as if they are exploring realistic *Star Wars* environments. Timed day/night cycles, familiar *Star Wars* sound effects (many straight from Skywalker Sound's library), and varied AI will also heighten the sense of immersion in *Star Wars Galaxies*.

The demo's next scene was the Naboo swamps, populated by hopping chubas and skittish kaadu. During the demo, the swamps provided the setting for the multiplayer interaction between a human female (wearing traditional Tatooine adventurer garb) and a Mon Cal male. The two characters, both controlled by presenters, chatted with one another, waved, and cracked jokes. As a "massively-multiplayer" game, *Star Wars Galaxies* will rely heavily on player interactions, and thus the product requires a robust chat system. According to LucasArts and Sony Online Entertainment, *Star Wars Galaxies* will provide players with over 80 emotes, ranging from the familiar "wave" and "shrug" animations to a more dramatic "I'm over here!" gesture. Furthermore, the game engine will be capable of identifying emoticons used while chatting; these emoticons will be translated into actual character animations. For example, if a player types the :) "smiley-face" emoticon in the chat window, the engine will spot the symbol and the player's character will actually smile in the game world.

Creature variation will be obvious in the swamps as well. The developers have created several different kaadu, identified not only by their skin coloration and patterns, but also by their behaviors. Some kaadu might be easily startled, but other groups could hold their ground when



approached and even prove dangerous if provoked. This type of variation within a species provides the developers with unlimited possibilities in terms of creatures.

The "final" stop in the *Star Wars Galaxies* demo took the E3 audiences to Tatooine, where real-time shadows and realistic bump-mapping bring a small desert town to life. The game already incorporates a day-night cycle, during which shadows will crawl across the buildings, characters, and everything else in the scene.

Each familiar *Star Wars* element displayed on Tatooine was included in the demo to highlight one of the game's major design features. While wandering past an animated, laughing Jabba the Hutt, presenters revealed that players will be able to interact with well-known *Star Wars* characters, including Han Solo and Darth Vader. A grumbling dewback was the cue for presenters to state that players can capture, tame, train, and ride animals; and Luke's tarnished landspeeder, built and textured with incredible detail, prompts the revelation that players can pilot and modify vehicles. Upon spotting a protocol droid and an astromech, the audience learns that players can own, build, modify, and program droids. And, in



Top: Lonely? You can buy a droid companion in *Star Wars Galaxies*. Above: A male Zabrak.

fact, throughout the rest of the demo, the little astromech followed the player character through the desert, easily rolling over dunes and bumps. Again, the astromech's familiar beeps and whistles continually remind players that they are in a galaxy far, far away.

While all the design details were well-received by E3 attendees, perhaps nothing captured the audience like the encounter with a krayt dragon. Late in the presentation, the presenters' Zabrak male avatar wandered past a massive sandcrawler and came face-to-face with the most terrifying predator on

Tatooine. The angry krayt roared and began stalking forward, his footsteps accompanied by deafening sound effects and a camera shake. The size and scale of the krayt is staggering, and the beast dwarfs nearly everything in the scene, save the Jawa sandcrawler.

This presentation ended with a special treat for the audience. Early in the convention weekend, LucasArts announced plans to release its first expansion for *Star Wars Galaxies* in 2003. The product, simply called the "Space Expansion" for now, will provide players with the ability to own, modify, and pilot starships. Players can use their starships to travel between planets, transport goods and other players, and engage in space combat. At the E3 presentation, LucasArts and Sony Online Entertainment provided a look at the space expansion, which has been in development concurrently with the primary product for about nine months.

As with all areas of the game, the developers are taking great pains to capture the true sense of scale in the *Star Wars* universe. The space component of the demo includes a massive Imperial-class Star Destroyer, a burning Rebel frigate, and a wing of TIE fighters for the presenters to destroy. All of these craft are built to scale; the Star Destroyer is about 1,600 meters long.

The *Star Wars Galaxies* demo, like those for *Knights of the Old Republic* and *Rogue Leader*, received praise from press and others. Several publications and Internet gaming sites have nominated the game for the coveted "best of E3" award.

With all the excitement surrounding *Star Wars Galaxies* at E3, the development team took great pains to include the community in the updates. The official *Galaxies* web site (www.StarWars-Galaxies.com) received a complete overhaul and now includes a Flash movie (containing the text crawl show in the E3 demo), a teaser for the space expansion, and the first-ever *Star Wars Galaxies* screenshots. Exclusive screenshots were also released to LucasArts.com and StarWars.com to coincide with the E3 news.



Full Speed Ahead

Galactic Battlegrounds Marches Towards Completion

As the Winter 2001 ship date for *Star Wars: Galactic Battlegrounds* approaches, the team is hard at work finalizing art, hammering out missions, balancing units, and fixing bugs for this *Star Wars* Real-Time Strategy game. This month, *Star Wars Gamer* checks in with *Galactic Battlegrounds*' Director, Garry Gaber, for an update on the game's progress.

Star Wars Gamer: We've noticed that you've changed the product's name from simply "Battleground" to "Galactic Battlegrounds." Any rationale behind this? **Garry Gaber:** We thought the new title was more indicative of what our game is about—battles set against the backdrop of the entire galaxy.

SWG: How are things going?

GG: Very well. We have a nice framework for balancing everything right now, and we've completed all the art for four of the six civilizations. We've also worked out 95% of the bugs in the interface. We're tracking well towards a Thanksgiving launch.

SWG: How much of the game is actually completed?

GG: I would say about 75%.

SWG: We had a chance to see the product at E3, and it looked great. Overall, how was its reception at the show?

GG: We had an excellent E3. There is a lot of interest in this title, and a lot of excitement surrounding what we're doing. This game seems to be answering a deep-seated desire in *Star Wars* fans worldwide—the desire for a deep, yet accessible, Real Time Strategy game set in the *Star Wars* universe.

SWG: Are there any major advances that you've made recently?

GG: A ton on the art side... The shield generators look great now—just how we want them to look. We also have an effect that surrounds all buildings that are "powered" by an energy source; it's a very cool effect. And we've made a lot of progress on developing a credible tow cable attack for snowspeeders.

SWG: And what's left to do?

GG: We need to complete the art for two more civilizations, and then balance those civilizations.

SWG: Would you say that you are in "crunch?"

GG: Have we ever been not "in crunch?"

Yes, certain members of the team have already entered crunch mode, and everyone is working extremely hard right now.

SWG: Given that you're in crunch, how is the team holding up?

GG: Quite well. We're all pretty jazzed about this game and how it's turning out.

SWG: How many hours a day are you putting in?

GG: Personally, about 60 to 70 hours a week. I'll let you do the math [SWG: 12 to 14 hours a day, for a five-day work week. Garry also works most weekends].

SWG: Have you cut any features since we last checked in?

GG: Surprisingly, no. We planned pretty carefully from the beginning so that we would be able to implement everything we wanted to include. The stuff that we were worried about—underwater buildings and submarines—has been working out really well, so we didn't need to pull back there at all.

SWG: Have you added any features in the past few months?

GG: A lot of cool interface stuff.

SWG: What's your single favorite thing in or about the game right now?

GG: The Galactic Empire and Rebel Alliance are a lot of fun to play. And I think the Faamba Shield Generator is going to be a very popular unit.

SWG: Thanks Garry. Anything else you want to add before we go "focus test" the game?

GG: Just that we're very pleased with the fan response, and I want to thank them for their continued support. Full speed ahead!

STAR WARS GALAXIES UPDATE



StarWarsGalaxies.com Unveils Player-versus-Player Combat

Star Wars Galaxies is a massively-multiplayer online roleplaying game being developed by Sony Online Entertainment and LucasArts for release in Fall 2002.

After the chaos of *E3*, the *Star Wars Galaxies* team only took a short hiatus to regroup and refuel before diving back into the game's development. As art and programming efforts move forward, the designers continue to define the remaining game systems, some of which will be shared with the fan community at the official web site, StarWarsGalaxies.com. Involving the site's audience has been a key part of the design process because it allows an open forum for feedback, questions, suggestions, and complaints about the various systems. And no system has garnered as much attention as the "player-versus-player" (PvP) aspect of the game.

Many massively-multiplayer online games offer players the opportunity to engage other players in various forms of combat, ranging from regulated "duels" to free-for-all battles. Although

popular among a small segment of MMO players, PvP combat is also one of the most problematic areas of MMO game design. If handled correctly, it increases the types of interactions players can enjoy, adds a new level of strategy, and makes different types of combat more dynamic and unpredictable. However, if a game's PvP system is flawed, it can allow "grief players" to exploit, harass, and even "murder" more peaceful player characters, fracturing the online game's community and making it difficult for new players to enter the game and advance.

Until late May of 2001, fans monitoring the progress of *Star Wars Galaxies* only knew that the game would, in fact, have some form of PvP. However, in the last week of May and the first weeks of June, the *Galaxies* team began describing their PvP system in greater detail on the official web site's message boards. Here are the basics of the system:

- The game will support several different types of PvP combat ranging from "duels," in which one player challenges another to a fair fight, to large-scale battles between various player groups.

Although popular among a small segment of MMO players, player-versus-player combat is also one of the most problematic areas of MMO game design.

• The game space will be divided into "Truce Areas," "Safe Areas" and "Wild Areas." Truce Areas are totally safe—players can't attack other players for any reason. In Safe Areas, consensual duels are the only type of PvP that can occur. In a Wild Areas, however, any character can attack any other character without provocation. However, even in Wild Areas, players who attack a character other than an "enemy" might be punished.

The designers felt strongly that *Star Wars Galaxies* should have some sort of "safe environment" for those players not interested in PvP combat. It also allows players who are involved in PvP a chance to breathe, relax, and enjoy other elements of the game. At the same time, the notion of "Wild Areas" allows for territorial conflict, PvP battles over resources, and other situations.

• Even in Wild Areas, players can only freely attack other players who are identified as "enemies." An enemy might be a member of an opposing faction or group, someone who has attacked you, or character who has helped one of your enemies recently. Attacking anyone who is not your enemy might result in punishment. This rule is in place to prevent "grief players" from murdering innocent characters.

• If a player attacks and kills a character that is not identified an enemy, the innocent victim has two options for recourse. First, the victim could put a bounty on his attacker's head. This automatically creates a mission in the game's mission database for bounty hunter player characters. These bounty hunters can hunt down the murderer and make him pay for his crime. The

second option is more direct and immediate: rather than post a bounty on the attacker, the victim could instantly "report" his attacker. If a killing is reported, the killer immediately loses his ability to initiate PvP combat and becomes known as an "Outcast."

Either method dissuades and prevents wanton killing while ensuring that "grief players" who prey on others are punished (and prevented from repeating their actions).

• An Outcast can only have his ability to initiate PvP combat reinstated by seeking forgiveness from his victim or receiving a pardon from a local government. The "forgiveness option" is all-encompassing, allowing the Outcast to once again initiate PvP throughout the game. However, a pardon from a local government is only effective in that government's area of influence. Thus, an Outcast who can't find forgiveness might need to seek pardons in numerous cities or settlements across several worlds.

• Players can join "factions," or remain neutral. The initial product will fully support both an Imperial and Rebel faction, and will probably include some sort of criminal faction as well. Additional factions may be added over time. When a player joins a faction, he receives benefits (such as the ability to check out special vehicles for specific missions), but also becomes an "enemy" to all members of any opposing factions. If you join the Rebel Alliance (in gamespeak, "become a Declared Rebel"), you might be able to pilot a nifty X-wing during an attack on an Imperial base, but while wandering "Wild Areas" on Tatooine you could find yourself at odds with Imperial players.

The discussion of the PvP system has already generated hundreds of posts to the community boards at the official site, and details are subject to change based on feedback from fans. *Star Wars Gamer* will keep you up-to-date on further developments as *Star Wars Galaxies* moves towards launch. **S**



Star Wars Galaxies will feature a host of creatures that players can fight—or run from—including the infamous Krayt Dragon.

ability points permanently. Those who have fallen can only avoid that fate by not advancing in level. And let's not forget the penalties for using the light side Force skill. (That's not a typo; there's only one.)

Note that Dark Side Points don't work like Force Points. Read Chapter 9 of the core rulebook to see what I mean.

Blaster rifles, such as the ones used by stormtroopers, are Medium-sized weapons. As such, they can be used one-handed, though are not considered light weapons. All told, a second blaster rifle will reduce your attack bonus by -2 more than a blaster pistol would. So, you can fire two at the same time; you just stand less of a chance of hitting anything.

In a Classroom Far, Far Away

Dear *Star Wars* Magazine Gang,
Just wanted to let you know I liked issue #4 a lot.

Did you know that your "Secrets of Kashyyyk" will be a great tool for teaching students about the five themes of geography? (In case you don't know the five themes, they are Place, Region, Movement, Human (Wookiee)/Environment Interaction, and Location). Your "Secrets of Kashyyyk" is going to serve as a template for my students to follow when they create their own "Secrets of..." I think it will be great fun and a powerful teaching tool.

So thanks for a great teaching tool.

Darrel D. Miller
Via Internet

Though few of you know this, Darrel is teacher who likes to use pop culture themes to get his point across. He's also a *Star Wars* fan and roleplaying gamer. Let's see a show of hands: How many of you wish you were in this guy's class?

Out of Time

Dear Editors,

I am preparing a *Star Wars* game, and have found the material in *Star Wars Gamer* very useful. I do have one request, though. In the first issue, on the editorial page, you printed the *Star Wars* era icons. Would it be possible to use these on the articles that are set in a particular time frame? For instance, "The Smugglers Alliance" in #3 was not very clear on whether the stats presented were for the characters during the New Republic or the New Jedi Order era.

It would seem that, as the number of issues increases, this would make it easier to find material quickly that is set in a particular era.

Thanks,
Bobby Hitt

Using era icons on all of *Star Wars Gamer's* RPG articles was part of the original plan. It didn't take long for us to realize how impossible that is. So many of our RPG

articles fit more than one era of play. Others are nearly so, stretching over two or more eras. The era icons, designed for core *Star Wars* RPG products, just can't keep up with the fast-paced, ever-changing magazine world.

Each article gives at least an indication of during which eras a character might be encountered. Articles that don't are good for any era. Sure, this means you have to actually read the articles, but you already do that, right?

Another Satisfied Customer

Dear *Star Wars* Gamer,

I bought a copy of your magazine a few days ago. Actually, I mistook *Star Wars Gamer* to be a magazine on *Star Wars* video games. Well, that doesn't matter anymore because your magazine is great, and you do cover the *Star Wars* CCG that I play myself.

I have never played the *Star Wars* RPG before. I was wondering what books should I buy so that my friends and me could get started? Obviously I need the core rulebook, but what else? If you could just name a few good books to get us started, we would appreciate it a lot.

Alex Hsu
San Jose, CA

The core rulebook is a good start. There is also a beginner version of the game, *The Invasion of Theed* boxed set. It's available at

Imperial Dispatch

Corrections and Clarifications from the *Star Wars Roleplaying Game* core rulebook

Page 116, Table 7-1:
Weapons, Blaster Carbine entry:
Add stun damage for the blaster carbine: 1d6/DC18

Page 117, Set Your Weapon On Stun!
Sidebar, replaces first sentence:
Any weapon that has a stun setting can be set to deal nonlethal damage as a free action.

Page 134, Table 8-1:
Fundamental Actions in Combat
Insert the following line after "Activate an Item": Switch weapon firing mode.
Fire Yes

Page 149, replaces Helpless Defenders entry:
A helpless foe—one that is bound, sleeping, unconscious, or otherwise at

your mercy—is an easy target. You can sometimes approach an unaware target, get adjacent to it, and treat the opponent as helpless. If the target is in combat or other tense situation (therefore in a state of acute awareness and readiness), or is able to use his or her Dexterity bonus to Defense, then that target cannot be considered unaware. Further, any reasonable precautions taken by a target (body guards, back to a wall, able to make Spot checks, etc.) also precludes catching that target unaware and helpless.

Page 148, under Multitask:
Add the following sentence after "(A full attack is a full round action)": Switching modes between normal fire and multitask is a free action.

Page 148, in the grappling rules under Damage Your Opponent:
Delete the following sentence: "If you want to deal normal damage, you suffer a -4 penalty on your grapple check."

Page 185, Afflictions: Zorian stat block:
Change Maximum Speed to Running.

Page 282, elite trooper requirements:
The prerequisite base attack bonus should be 6+, not 8+.

Page 288, Gamemaster characters, under town population list:
Commoners have no level. Last line should read "135 commoners."

Page 288, Thug Class Features:
Replace the current Weapon Proficiency line with the following:
"Weapon Proficiency: The thug is proficient in the use of blaster pistols and simple weapons."

Page 288, Character Condition Summary sidebar:
Remove the entry for Fatigue.

Page 288, Character Condition Summary sidebar, insert between "Paralyzed" and "Stable" entries:

Pronouncing on the ground, An attacker who is prone has a -4 penalty to melee attack rolls and cannot use primitive, heavy, or thrown ranged weapons. Melee attacks against a prone defender have a +4 bonus, and ranged attacks against a prone character have a -4 penalty.

Prone Legless Creatures: Ranged attacks against prone creatures that do not have legs (such as Hutt) suffer only a -2 penalty, as going prone does not reduce their profile as much. Note that such creatures get the +4 stability bonus when opposing trip checks, knockdown attacks, and similar actions that momentarily impose the prone condition.

Page 289, Disease entry, under Healing:
Replace both instances of the word "Strength" with "Constitution."

toy stores (look for a board game-sized box with a Wookiee action figure visible inside a plastic window) and book and hobby stores (a notebook-sized box with no window showing the action figure inside, but otherwise an identical product).

Once you're ready to sink your teeth into more products, try these:

- *The Dark Side Sourcebook*: New skills, feats, and prestige classes for Force-wielding characters, light and dark; also includes stats for many famous darksiders.
- *Rebellion Era Sourcebook*: If it appeared in Episodes IV-VI, chances are you'll find it in here, plus much more.
- *Alien Anthology*: Over 100 creatures and alien species suitable for GM characters and heroes alike; includes new prestige classes and rules for creating your own creatures.
- *Starships of the Galaxy*: Fly your favorite starship from movies, comics, novels, and more, or create your own; also includes new prestige classes, feats, uses for old skills, and alternate starship combat systems.
- *Secrets of ...: Secrets of Naboo and Secrets of Tatooine* are the first of this series, each exploring those worlds in detail.
- *Star Wars Gamer*: Not to toot our own horn, but every issue of *Star Wars Gamer* adds new goodies to the *Star Wars* RPG. It's also a great way to learn about other *Star Wars* game products that might interest you. **E**

Understanding Infinities

The *Star Wars* Infinities logo that appeared on the cover of *Gamer* #4 raised the hackles of several readers who proceeded to bombard us from orbit with heavy mail. For the record, we intended the logo to point to some of the lighter content in that issue, in particular the hilarious Dark Horse comic. The appearance of the Infinities logo on the cover raised the issue of what IS and what IS NOT considered "canon" in the *Star Wars* universe.

According to Lucas Licensing editor Sue Rostoni, "Canon refers to an author-



itative list of books that the Lucas Licensing editors consider an authentic part of the official *Star Wars* history. Our goal is to present a continuous and unified history of the *Star Wars* galaxy, insofar as that history does not conflict with, or undermine the meaning of Mr. Lucas's *Star Wars* saga of films and screenplays." Things that Lucas Licensing does not consider official parts of the continuous *Star Wars* history show an Infinities logo or are contained in *Star Wars Tales*. Everything else is considered canon. Whether people decide to accept this definition is up to them.

IN ONE MONTH STAR WARS INSIDER #56

Star Wars: Episode I

The Phantom Menace DVD

Exclusive look inside the most anticipated DVD release ever

All-Star Interviews

Kevin Smith (*Dogma*) talks about *Jay and Silent Bob Strike Back*, as well as the influence *Star Wars* has had on his life. Ahmed Best (*Jar Jar Binks*) gets to recount every one's favorite Gungan for Episode II

Unseen Planets of Episode I

Visit Neimoidia, Iund, Malastare, and Iego for the first time

Prequel Update

Never-before-seen images of Episode II, plus a behind-the-scenes interview with *Star Wars* producer Rick McCallum

STAR WARS INSIDER



IN TWO MONTHS STAR WARS GAMER #7

Bartyn's Landing

A campaign guide to a typical fringe town, suitable for use on any sparsely populated world.

Silent Death™ Supplement:

The New Jedi Order

New ships and scenarios for the *Star Wars* Silent Death board game, including Yuuzhan Vong coralskippers and the *Millennium Falcon*.

Secrets of Mos Eisley

Revisit this infamous hive of scum and villainy: An expanded look at some of the city's most dangerous inhabitants, as well as their lairs!

Alien Anthology Supplement

Do you want stats for Defel, Sarkan, and Tinnith characters? You won't find them anywhere else.

Plus:

Original Fiction

New *Star Wars* RPG adventures

Exclusive *Star Wars* CCG Strategy